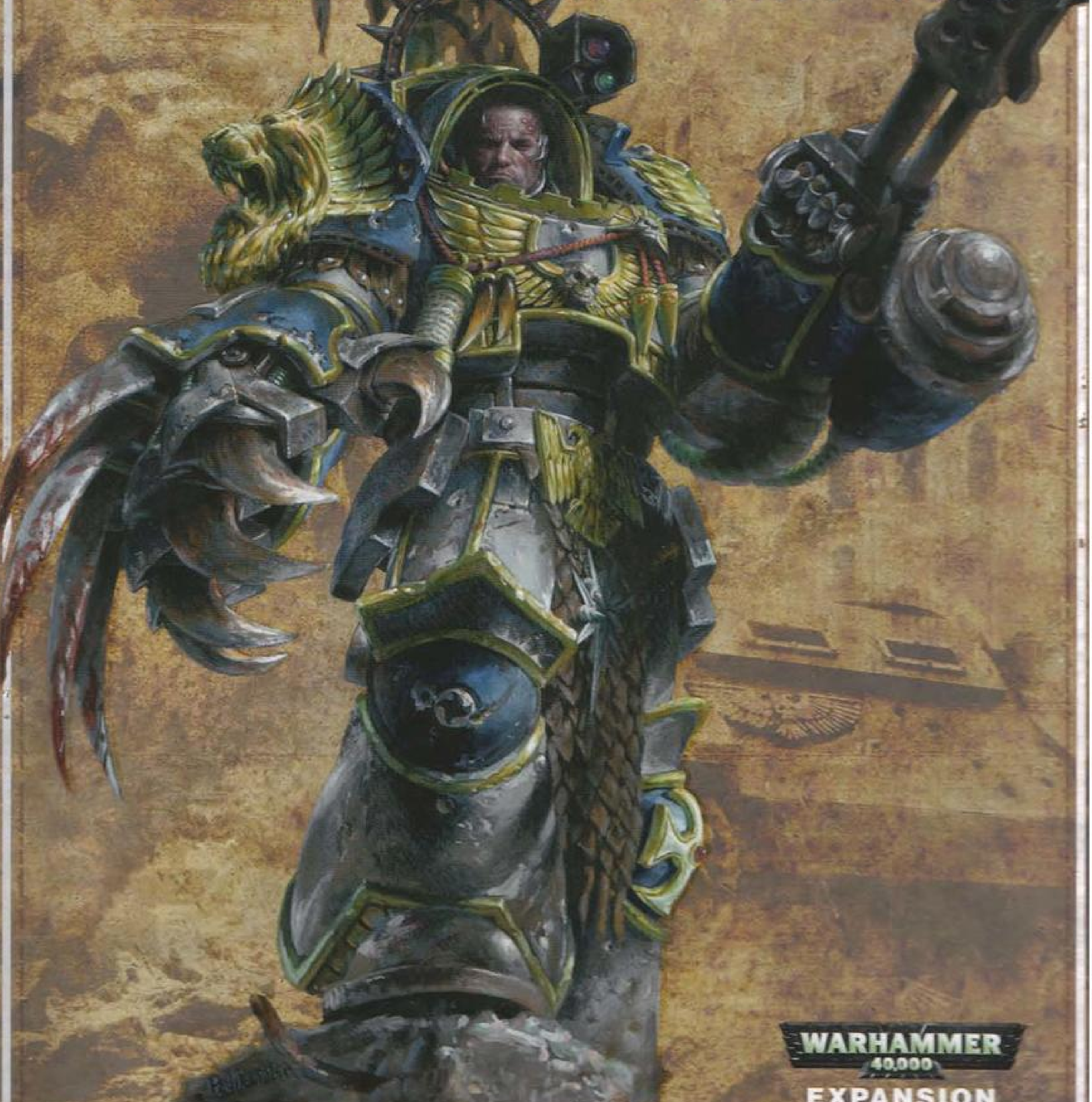
IMPERIAL ARMOUR

VOLUME TEN

THE BADAB WAR - PART TWO



WARHAMMER
40,000
EXPANSION

IMPERIAL ARMOUR™

VOLUME TEN
THE BADAB WAR – PART TWO

BY ALAN BLIGH

Contents

THE BADAB WAR PART TWO

Chapter Five: The Wrath of The Imperium 9
The Tyrant of Badab 20
Chapter Six: The Tyrant Stands Alone 22
Salamanders Vanguard Veteran 32
The Badab System 40
Chapter Seven: The Fall of Badab 42
Badab War Chronology 56

CHAPTERS OF THE BADAB WAR PART TWO

The Mantis Warriors 64
The Salamanders 74
The Executioners 84
The Sons of Medusa 94
The Minotaurs 104
The Carcharodons 114
The Exorcists 124
The Star Phantoms 132

ENGINES OF DESTRUCTION

The Caestus Assault Ram 143
Dreadnoughts 145
The Land Raider Achilles 148
Land Raiders 150
Land Speeders 155
The Rhino and its Variants 158
Thunderhawks 165
Astartes Armour 168

LORDS OF DESTRUCTION PART TWO

Captain Pellas Mir'San 171
Bray'Arth Ashmantle 172
Ahazra Redth 174
High Chaplain Thulsa Kane 175
Chaplain Ivanus Enkomi 176
Lord Asterion Moloc 177
Tyberos The Red Wake 178
Captain Silas Alberec 179
Captain Zhrukhal Androcles 180
Vaylund Cal 181
Space Marine Siege Assault Vanguard 182
Space Marine Siege Assault Vanguard Battle Mission 196
Space Marine Weapons Summary 198

BATTLE FOR THE MAELSTROM ZONE

Battlefleet Gothic And The Badab War 199
Vessels of The Badab War 201

APOCALYPSE RULES APPENDIX

New Apocalypse Battle Formations 205

INTRODUCTION
SPACE MARINES, BLOOD OATHS AND THE BITTER END

Hello again one and all and welcome to *Imperial Armour Volume 10, the Badab War Part 2.*

This book is the second in Forge World's two-part exploration of the dark and terrible Space Marine civil conflict known as the Badab War. It not only continues the story of that war to its final, cataclysmic conclusion at the siege of Badab, but also details the fate of the Tyrant, and the shadowy conflicts and savage slaughters that typified the closing years of the war, and those forces and personalities that shaped them, not least of all the Space Marine Chapters involved. You'll find a mass of technical information on the weapons and war machines of the Space Marines, as well as full background on the remainder of the Space Marine Chapters who were involved in the war, not to mention some new battle missions and special characters so you can fight your own Badab War on the tabletop.

As I mentioned in my introduction to Part 1, the story of the Badab War was a tale that grew in the telling, and I think it has represented for me as the author a rich seam of dark adventure and gothic warfare, just as I hope it has and will to you too. It's been a great pleasure to write, and a privilege to craft so much more detail and background into the story of the war itself and those Space Marine Chapters involved in it.

Quite apart from the story and game rules provided for this shadowy and somewhat blood-soaked part of the Warhammer 40,000 universe, you will also find in this book some fantastic inspiration as a hobbyist and painter, and I can't praise the graphical and layout talen that has gone into *Imperial Armour 10* (and 9 for that matter) highly enough for bringing the war-torn age of the Imperium, not to mention my own febrile imaginings, to life.

Once again I'd also like to thank my long-suffering playtest crew and all at Forge World for their invaluable help and assistance (not to mention forbearance!), everybody who spoke to me at Games Day for their feedback, which is genuinely always welcomed, and importantly Mat Ward, Adam Troke and Alan Merrett for their sage wisdom and guidance.

Well, that's enough of me for a spell. The final dark secrets and terrible deeds of the Badab War await you. Enjoy!

Alan Bligh

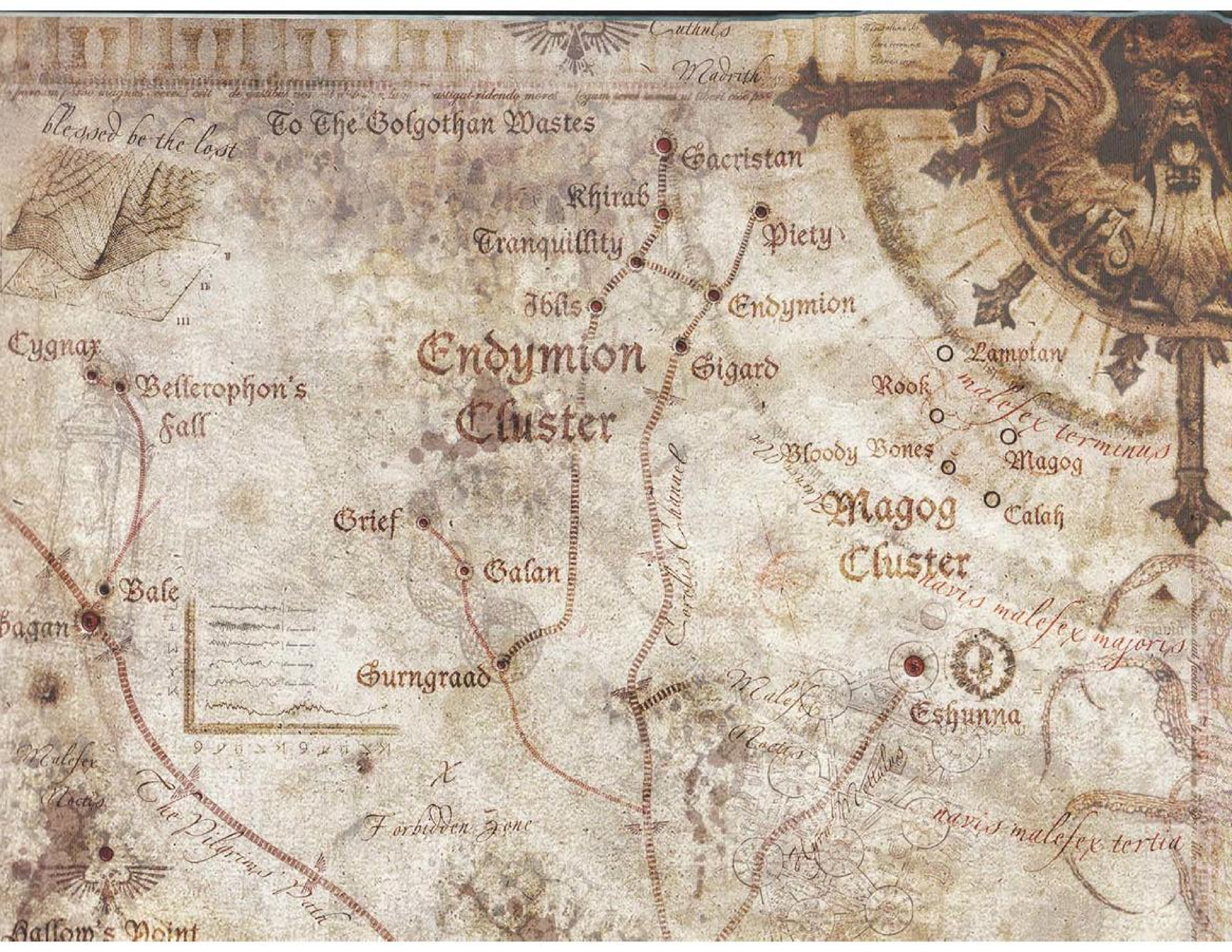
September 2010

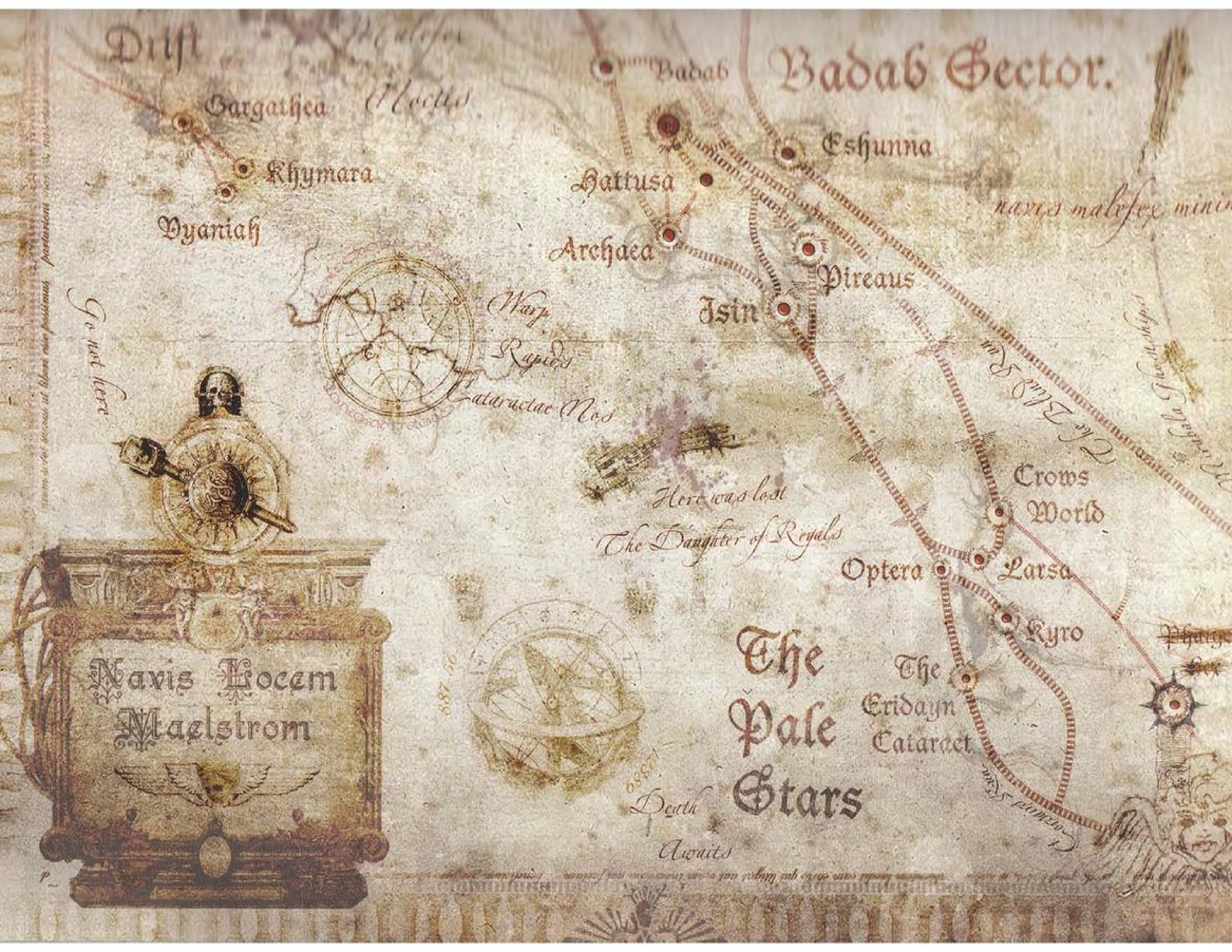
This book is not a stand-alone supplement. Reference is made to other Warhammer 40,000 publications and you may find it helpful to have read these before reading this book. To use the material in this book in games of Warhammer 40,000, you will need the Warhammer 40,000 rulebook, and Codex Space Marines. Also, the Imperial Guard Codex, Warhammer 40,000 Apocalypse, Planet Strike, Cities of Death supplements will be useful in getting the most out of this book. From Forge World's range Imperial Armour Volume 9: The Badab War part I, Imperial Armour Apocalypse I and II, and Apocalypse Reloaded will be useful. Having these books will assist in playing the scenarios an enriching the background to the Badab War campaign (see Imperial Armour volume 9).

For updates on this book and other Imperial Armour books, visit our website at www.forgeworld.co.uk.

THE BADAB WAR

PART TWO


Cuthul's
Madrith
astigat ridendo mores
To The Golgothan Wastes
blessed be the lost
Sacristan
Khirab
Piety
Tranquillity
Ibsis
Endymion
Sigard
Endymion
Cluster
Cygnax
Bellerophon's
fall
Lamptan
Rook
malefex terminus
Bloody Bones
Magog
Calah
Magog
Cluster
navis malefex majoris
Grief
Galan
Bale
Bagan
Surngraad
Corolis Channel
Malefex
Noctis
Eshunna
X
Forbidden Zone
navis malefex tertia
Malefex
Noctis
The Pilgrims' Path
Hallow's Point


Badab Sector.
Drift
Badab
Gargathea
Khymara
Vyaniah
Hattusa
Eshunna
Archaea
Pireaus
Isin
navis malefex mini
Warp
Rapids
Cataractae Nos
Go not here
The Blind Run
Here was lost
The Daughter of Regals
Crows
World
Optera
Larsa
Kyro
The
Eridayn
Cataract
The
Pale
Stars
Death
Awaits
Navis Locem
Maelstrom
87.56
15380

Utilitaum Inquis – Prioris Maxima

Warning: Clearance: Umbra-/Amaranth-/Omega

++++Transmitted: Conclave of Khorazin
++++Received: <<static blackout>>
++++Destination: <<static blackout>>
++++Temporal Reference/Send: 5 078 137 933.M41
++++Telepathic Duct: Locus Tempestus/Khorazin Terminus
++++Sidereal/Ref/Ordinator: 77ÐÐ-0/y56-234/Astropath Vexil
++++Transcriptor: Autosavant Penitent -56Ð/Ð/Cealia – [liquidated after use]

Thought for the Day: "The wise man seeks truth amid horrors; the fool embraces lies and platitudes."

In Preface:

Terror. Those of us given the onerous and dire responsibility of an Inquisitor in the service of the God-Emperor of Mankind flatter ourselves that we understand terror.

We face it daily, both in the nightmarish enemies we must confront and in the weight of knowledge that hangs heavy on our hearts. We use it to our own just ends, shaping it in the minds of others as a potter might shape clay. But in our familiarity with terror we can lose sight of its universal truth; that it is perhaps above all the greatest constant in human experience, perhaps in the experience of all that lives. Savage, warlike and murderous things stalk the stars of our uncaring cosmos, and Mankind is one of them. We are terror incarnate to the alien and the mutant, and the greatest fears of our enemies are reserved for that great and pure distillation of human wrath, the Space Marines. How great then is the tragedy and dread when we must turn them on our own?

The following documentation furthers my previous dispatch concerning a true, and as far as can be ascertained, accurate précis of the Badab War which recently so ravaged the Maelstrom Zone and whose dire consequences and ramifications are still yet unfolding. It contains truths and portents forbidden to wider dissemination and beyond the purview of the other Adepta and incorporates lore about those Space Marine Chapters closely involved in the latter part of the Badab War, their natures, and actions during the conflict, as well as technical specifications of their wargear and arts of battle. This document details the latter, darker stages of the conflict which came after the wider secession had been successfully suppressed but the task of prising the black-hearted Lugft Huron, self-proclaimed 'Tyrant of Badab' from his stronghold had not yet been undertaken. There also remained renegade forces abroad and unpunished in the Maelstrom Zone, but these were no mere heretics or mutant rabble, they were Space Marines – and bringing them to judgement would be no simple task, even for others of their own kind. What was to follow was to be an almost unimaginably brutal and savage conflict, worse yet than had gone before, and it would see unleashed the darkest fury of the Angels of Death, terrible to behold.

Compiled under my seal

Talon Encarmidus

Inquisitor-Ordinate

Ordo Hereticus

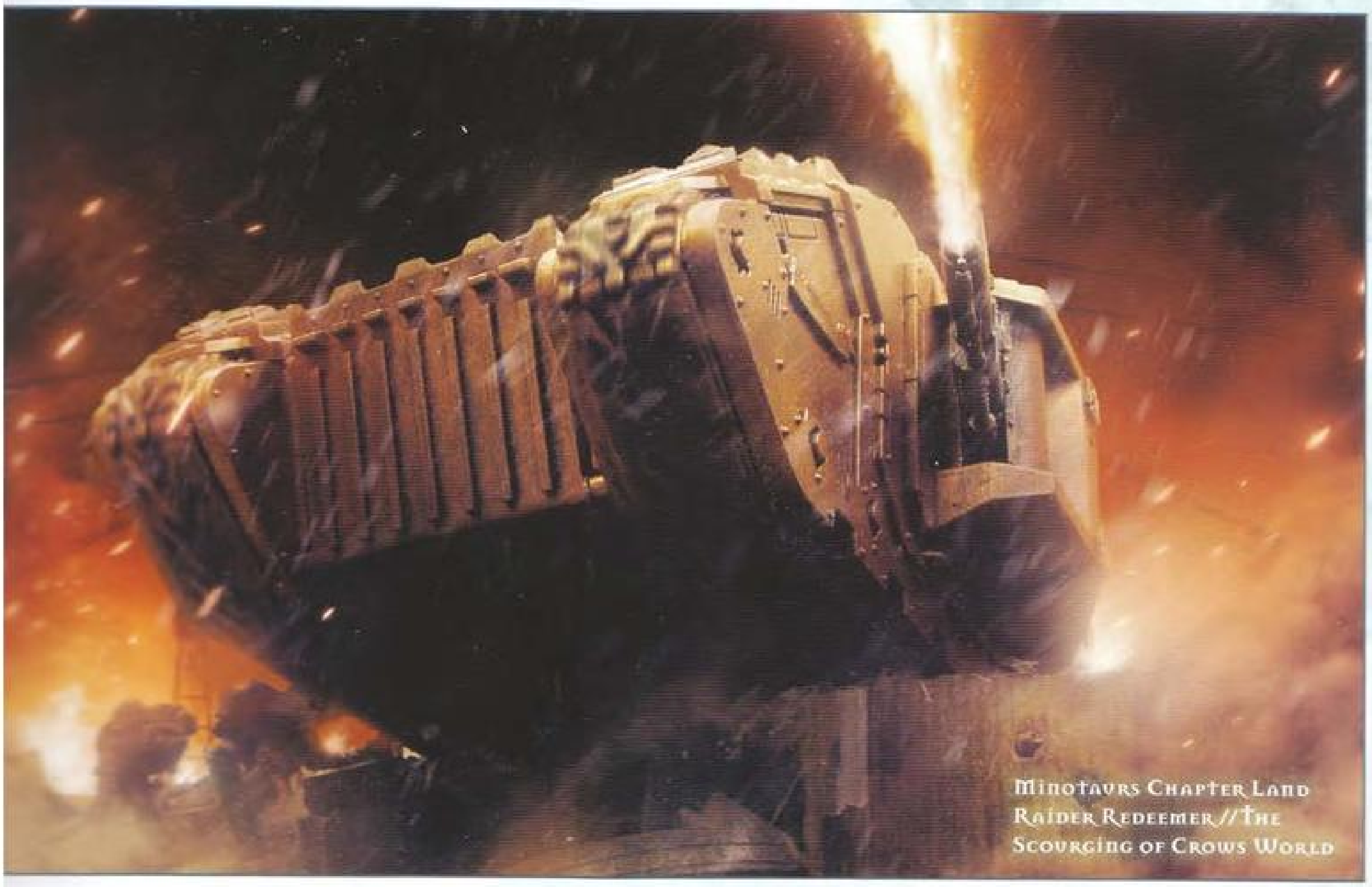
CHAPTER FIVE

THE WRATH OF THE IMPERIUM

At the close of 909.M41 the Badab War had raged for six years. What had begun as an attempt by Lugft Huron, the self-proclaimed Tyrant of Badab, notionally to assert the independence of his Chapter and his allies from the central authorities of the Segmentum, had revealed treachery and heresy at the heart of the Astral Claws Chapter, and turned into the brutal persecution of a renegade faction by the full weight of the Imperium's might.

The Badab Secessionist movement had comprised four Space Marine Chapters: the Astral Claws under Lugft Huron, the Lamenters and Mantis Warriors, who had formed the Maelstrom Warder force assigned to the area, as well as the Executioners Chapter who had come to the Astral Claws' aid in payment of an ancient blood debt. Aiding these Space Marine forces were a far more numerous, albeit less able, force known as the Tyrant's Legion, which comprised a human auxiliary force directly under the control of the Astral Claws. This was used to garrison and defend their realms under the harshest and most fearsome regime of bloody discipline. In order to defeat this extremely powerful enemy the Imperium, under the direction of the Inquisitorial Legates had assembled a mighty force of its own comprising elements of no fewer than twelve 'Loyalist' Space Marine Chapters assisted by Inquisitorial forces and elements of Battlefleet Solar. Overriding tactical and strategic command of the Loyalist forces was in the hands of the newly anointed Chapter Master of the Red Scorpions, Carab Culln, as Magister Militum, or 'first among equals', who had proved himself an able and sophisticated commander whose strategy had seen many of the Secessionist gains reversed, although not without a great cost in blood and materiel.

The six year course of the war thus far had been both unpredictable and brutal. Rather than a grinding conflict of constant attrition, it had been fought in fits and starts on scores of different worlds and warzones, and been



Minotaurs Chapter Land Raider Redeemer // The Scourging of Crows World a conflict subject to sudden reversals and lightning campaigns to topple one world or another in favour of either the Loyalist or Secessionist cause. The initial conquests and gains of the Secessionist Chapters had forged for them, in effect, a pocket empire in the Maelstrom Zone, but thanks to a series of victories by the Loyalist forces, by 909.M41 the Secessionist domains had been fractured and divided, robbing them of the strategic initiative and placing them on the back foot. A further crushing defeat was inflicted on the Secessionist cause in 888908.M41 when the fleet-based Lamenters Chapter was effectively destroyed in a savage ship-to-ship battle at Optera by the Loyalist Minotaurs Chapter. All but a handful of the Chapter's forces were either slain or captured in the process. After this the Maelstrom Secession was largely contained. However the Loyalist commanders were under no illusion that the war itself was over, and fighting sporadically continued from the borders of the Endymion Cluster where elements of the Fire Angels and the Sons of Medusa fought to contain the Mantis Warriors, to the edges of the Khymaran Drift and the Pale Stars where the reaving ships of the Executioners Chapter still struck almost at will, giving battle against the Red Scorpions and Minotaurs Chapters, harrying Loyalist shipping and stymieing attempts to consolidate Loyalist gains. Many accurately judged that what remained would be an even more brutal phase of operations than any seen before in the conflict; a time of ruthless planetary purges, scorched earth campaigns and apocalyptic sieges. The Loyalists needed time to prepare for such a campaign and fresh reinforcements if a victory was to be swiftly achieved, but Lord Commander Carab Culln and his advisors knew they could not afford to wait too long before they went on the offensive, for every day gave the Secessionists further opportunity to entrench and perhaps make good their own losses. Culln knew he simply could not afford to allow a general of Lugft Huron's calibre too long to rebuild, plan and prepare.

The cusp of the year 910.M41 proved to be a final deathly calm before the oncoming storm which would see the Badab War reach its terrible conclusion. On the Loyalist side many of the Chapters that had fought the Imperium's cause had suffered substantial losses and now would be replaced in the order of battle by other Space Marine Chapters of yet darker renown. The Maelstrom Zone would be visited by slaughter unlike anything it had known, even in its long and troubled history.

The Subjugation of Galen

4 017 910.M41

As is often the case in great wars, unexpected battles can spring up and blaze fiercely in often unexpected places, and in the early days of 910.M41, one such battle occurred on the overburdened colony world of Galen VI. For six years the isolated Galen system had been a prize that had been battled over repeatedly and changed hands between Loyalist and Secessionist forces several times. Most significantly the Galen system had been the site of a major battle between the Fire Hawks Chapter and a mixed Secessionist assault force which had incurred heavy losses on both sides, a battle which had seen Galen II's life supporting domes laid waste, leading to mass refugee immigration to its neighbour, the hardscrabble world of Galen VI. These tribulations were but the latest tragedies to befall the Galen system, which had been ravaged by

The Face of the Enemy

By the latter stages of the Badab War, the position of the Secessionists was grave; they had suffered numerous defeats in the preceding half decade that had shorn them of much of their former strength. Of the four Space Marine Chapters that Lugft Huron had taken with him into rebellion, none had escaped unscathed. Most woeful of these losses had been sustained by the fleet-based Lamenters Chapter, which having borne the brunt of the ship-to-ship fighting in the early stages of the war had been brought to full scale battle against the powerful Loyalist Minotaurs Chapter and effectively destroyed as a fighting force (although at a great cost to the Minotaurs as well). The Mantis Warriors had also suffered greatly, their strength bled away by continuous battle against numerically superior foes. Despite important victories in their favour, they had been reduced to perhaps less than half their original fighting strength, and were now hemmed in and dispersed across their ancient domains in the Endymion Cluster and effectively cut off from the rest of the Secessionists. Crucially they were lacking in heavy warships to enable them to attempt a breakout of any kind. As to the Astral Claws, thanks to the heretical policies of the Tyrant of Badab, they had grown far beyond the dictates of the Codex both prior to and during the outbreak of the conflict. This was a factor which had alone enabled them to weather the storm of the war and sustain casualties of a degree that would have seen a normal Space Marine Chapter wiped out. But even the augmented Astral Claws could not sustain such losses indefinitely and those Space Marines that were left to them were now a mixture of bloody-handed veterans and relatively untried neophytes, raised up to battle having known only Lugft Huron's war. Of the Secessionist forces, the seemingly least reduced were those of the Executioners Chapter. Strangers to the Maelstrom Zone, the Executioners had come to aid the Tyrant's cause not through alliance or fellowship of belief, but in payment of an ancient blood debt, and did so on their own terms, much to the Tyrant's increasing frustration. Operating as an elusive raiding force that struck at the Loyalist's lines the length and breadth of the Maelstrom Zone, the Executioners remained a persistent thorn in the side of the Loyalists and a force perhaps able to turn the tide of the war, yet seemingly unwilling to do more than give battle against targets of their own choosing, seeking glory and battle, rather than fulfilling the Tyrant's strategic goals.

Unknown Land Raider [Suspected Inquistorial Detachment], Galen VI Subjugation Warzone

ive separate major conflicts during the previous century. The most serious of which had been a Chaos-influenced prising that had resulted in a campaign of suppression hortly before the inception of the Maelstrom Warders. By 10.M41 Galen was reduced to a single, barely habitable phere, the harsh and barren world of Galen VI, a near-ead world of metallic salt flats studded with open-cast ines, industrial sprawls and now ramshackle refugee amps, filled with the human detritus of the shattered olonies across the system. Galen VI's resources had een stretched beyond breaking by the influx of displaced nd dispossessed, and now famine and malcontent were fe on the world. In the wake of its most recent 'liberation' y Loyalist forces an Ordo Hereticus detachment under he control of Inquisitor Taria Shard had arrived to conduct n investigation into the Secessionist's activities while hey were in possession of the system, and to weed out nd punish collaborators in the civilian population's ranks. ased in Galen VI's capital, known in local parlance imply as the 'Old City', the Ordo's detachment was both eviled and feared by the locals, and maintained a ready tranglehold on the planet by the direct control of the Old City's water purification plants on which hundreds of housands of refugees relied for the subsistence of life. The ivil insurrection that followed was perhaps inevitable and o doubt expected, but what was not anticipated was the heer fury and degree of organisation the uprising showed. Simultaneous with a popular rebellion in the camps, the ity-warders and industrial guilds also entered into armed revolt against their just masters, with the intent of throwing off Imperial control and remaining independent of the Secessionists as well, with the general belief that both sides had brought them nothing but bloodshed and misery. That the people of Galen VI had deluded themselves into believing this possible at the centre of such a great and bitterly contested war is perhaps a testament to the horrors they had suffered. Within hours of the revolt's beginning, much of the Imperial garrison which comprised a single indentured Imperial Guard regiment and a detachment of Stormtroopers had been overwhelmed; the Old City was in flames and an orgy of bloody counter-reprisals against those who had supported either power took hold. Although covert plotting between the different local factions had succeeded in overthrowing the small Imperial garrison, they could not hold together as a cohesive force once this aim had been achieved and rebel reprisals devolved into blind mass-murder and looting by rival factions and petty warlords. Soon the refugee camps had dissolved into an anarchy of gangs killing each other over scraps of food in the cities and sprawls. When word reached the Loyalist high command of this loss, Legate Inquisitor Jarndyce Frain was swift to declare the Galen system apostate, having been first liberated from the clutches of the Secessionists and then having turned wilfully from the Emperor's grace. Thus was the fate of Galen VI sealed.

The bulk of the Loyalist Sons of Medusa Chapter forces, then undergoing redeployment from around Cygnax to forward positions, were diverted to impose order on Galen VI. They did so under the direct command of Carab Culln, the 'Magister Militum' or overall commander of the Loyalist Space Marines, and were accompanied by an Ordo Hereticus detachment under Inquisitor Kramner, one of Frain's personal aides. Culln's orders were direct and explicit, the Galen System was to be brought as swiftly as possible back under Imperial control, and any hope of future resistance crushed utterly. The only caveats to the order were that the planet was to remain habitable and a sufficient core of the population and infrastructure was to be left alive and intact to service the needs of the Imperial war effort.

The Sons of Medusa calculated their pattern of attack accordingly and drew their plans to retake the world, under direction of their 'Iron Thane' and theatre commander, Vaylund Cal. On arrival in orbit they targeted and bombarded pre-chosen landing zones on the outskirts of the Old City, rendering them little more than craters and smoking rubble. Into these ravaged zones the Space Marines made three company-strength landing assaults on the edge of Galen VI's Old City, encircling it and destroying any immediate resistance on landing with almost cursory ease. For three days and nights the Sons of Medusa remained within the shattered craters, landing supplies and troops and fabricating new fortifications and bastions, which rose up from the dust and smoke like jagged teeth sliding from a predator's jaws. Within the Old City, the tide of inter-communal violence ebbed, and a new pall of fear began to descend over the sprawling cityscape and its several million surviving inhabitants. All had seen and heard the fury of the bombardment from the heavens that had so strangely spared the city and the fiery trails of landing craft and many could guess at just what they portended. Whispers spread through paramilitary death squads and huddled survivors alike of the dust-shrouded hammerings and the crackling actinic flashes of power-arcs within the craters' depths, and of the vast searchlights sweeping the city around them with death delivered by emerald-armoured spectres to any who strayed too close. On the dawning of the fourth day, an unnatural and near total silence had fallen over the Old City, pregnant with dread at what was to come. Such fear was a calculated weapon in the hands of the Sons of Medusa, and they did not disappoint the expectation of terror they had created. Armoured columns of Rhino and Razorback transports, thundering Land Raiders and the hulking figures of Dreadnoughts stalked out of the shrouding dust clouds, while the droning shadows of Land Speeders took to the skies like flocks of carrion crows above. Alongside the green livery of the Sons of Medusa vehicles was dotted the crimson of the Inquisition, and from their Chimeras' and Repressors' Laud Hailers they demanded the immediate surrender of all of Galen VI's population for immediate judgment. Those that had taken up arms knew that for them there would be little mercy shown. Some hurled themselves suicidally at the embodiment of the Emperor's wrath only to be ruthlessly destroyed by the Sons of Medusa in open battle, while others cowered in hastily prepared defensive positions or sought to hide or flee the city. Those that tried to escape were slaughtered at the Old City's borders, cut down by patrolling Land Speeders and Vulture gunships as they tried to break out across the open ground to the perceived safety of the dust barrens. Soon the roadways out of the Old City were choked with the burnt out wrecks of ground-cars and huddled piles of sprawled and torn bodies. Within the city those that offered serious resistance were first isolated and then destroyed, barricaded hab-blocks and manufactora offering little protection from the merciless skill and power of the Space Marines. Entire city-towers toppled, their lower floors blasted out by concentrated fire from demolisher cannon and melta strikes, burying their defenders and those unfortunates caught with them in the rubble, while wildfires ravaged the ruins. Only the shattered and abject were spared, all but ignored by the giants that stalked the dust-fog, the wretched civilians waited for death to reach out for them but the Sons of Medusa stayed their hands as they had been ordered. Many were reported to have wept openly in joy to be taken up by the Inquisitions' foot soldiers for processing and judgement, and extant pict-captures from the aftermath showed line upon line of grey-streaked, hollowed-eyed men and women passively awaiting their fate in the Holy Ordos assize-bastions awaiting them in the Imperial landing zones.

Within fifty-six hours of the commencement of the Sons of Medusa's attack, the Old City was firmly in the hands of the Imperium. Just as they had planned, news of the massacres had spread across Galen VI, and a shroud of terror now tightened around the planet. First hundreds, then thousands and then soon in millions, the people of Galen VI, native and refugee alike surrendered, even though many faced death in doing so, rather than live in the fear of what was to come. Inquisitor Shard was discovered to have survived, but had been terribly wounded by a bomb-blast, her life preserved by her faithful coterie of acolytes, and was returned to Inquisitor Kramner. Once restored by the ministrations of the Sons of Medusa's Techmarines, she was placed in charge of court proceedings, and her judgments were both swift and final, and soon the entirety of the Old City ruins were re-purposed and rebuilt as an internment and processing centre to handle Galen VI's population. Overall, the Galen campaign was considered to be an unalloyed success, and although much of the population of the Old City had been slain, the total death toll was light compared to that which would have been the result of a lengthy, planet-wide campaign of attrition. While the worst recidivist and heretical elements found on the planet were delivered to the pyre, the Ordo Hereticus was merciful, and indentured the majority of the planet's population into a lifetime of penal servitude to pay for their crimes and transgressions. As a result a number of fresh Penal Legions were raised for the Departmento Munitorum from the most hardened elements found on the world, while the rest were set to work, either toiling on Galen VI itself or deported to aid the rebuilding efforts elsewhere in the Maelstrom Zone. The Sons of Medusa soon departed Galen VI,

PLANETARY DATAFAX: GALEN VI

TIME REF: 909.M41

CLASS: TYPE SUB-TERRAN, (ROTATION 31.2 STANDARD HOURS, 1.03G, 0.55 TM)

DESIGNATION: FRONTIER WORLD

POPULATION: HUMAN-IMPERIAL/HUMAN-INDIGENOUS, 23 MILLION ESTIMATED [REFUGEE INFLUX ESTIMATED INCREASE 230% AND FALLING]

TITHE GRADE EXACTAS NIL [PREVIOUS TO BADAB CONFLICT, ESTABLISHED TRADE AND SUPPORT LINKS WITH BADAB SECTOR AND SURNGRAAD]

CLIMATE/GEOGRAPHY/BIOSPHERE: ATMOSPHERE – TEMPERATE/HOT, PLANETARY BIOSPHERE INHOSPITABLE, REGISTERING ON LOWER QUOTIENT OF ABILITY TO SUPPORT UNASSISTED HUMAN LIFE. LOCAL MINOR FAUNA AND FLORA SPECIES ONLY, ADAPTATION TO HIGH LEVEL OF METALLIC TOXINS IN ENVIRONMENT MAKE THEM UNSUITABLE FOR USE AS FOOD-BASE WITHOUT EXTENSIVE REPROCESSING. THIS FACTOR ALONG WITH ENVIRONMENTAL HARDSHIPS SUCH AS ARID CLIMATE AND GROUND TOXICITY HAS STUNTED DEVELOPMENT OF PLANETARY POPULATION.

GOVERNMENTAL TYPE: PRE-CONFLICT: PARAMILITARY OLIGARCHY (SEMI-FEUDAL BASE). VARIOUS EMPLACED IMPERIAL/SECESSIONIST GOVERNORS DURING CONFLICT. PLANETARY GOVERNOR: SEE FILE REF: 123//#QW.

ADEPT PRESENCE: (AS OF 5445909.M41) ADEPTUS ARBITES REFORMATION BATTALION, ADEPTUS MINISTORUM CANTICLE, DEPARTMENTO MUNITORUM PROVENDER EXTRACTION WORK DIVISION, INQUISITORIAL GARRISON AND INQUIRY TASK FORCE: OVERALL COMMAND-INQUISITOR TARIA SHARD, ORDO HERETICUS.

MILITARY: (AS OF 5445909.M41) IMPERIAL GARRISON COMPRISING 11TH MARKGRAF LIGHT INFANTRY REGIMENT, 234TH, 456TH AND 33RD VOLK-PROGENIUM STORMTROOPER REGIMENTS ASSIGNED TO THE INQUISITORIAL TASKFORCE.

TRADE/ECONOMY/NOTES: DESPITE ITS INHOSPITABLE NATURE, GALEN VI HAS BEEN THE HOME TO HUMAN INHABITATION FOR MORE THAN THREE MILLENNIA, AND ITS NATIVE POPULATION HAS PROVED ITSELF TO BE EXTREMELY HARDY, SELF-SUFFICIENT AND OFTEN FRACTIOUS. HISTORICALLY, CONTROL OF THE WORLD HAS RESTED IN THE HANDS OF A NUMBER OF SHIFTING FACTIONS WHO HAVE WARRED AMONGST THEMSELVES FOR CONTROL OF THE PLANET'S LIMITED INDUSTRY (CHEMICAL EXTRACTION OF VARIOUS TOXIC METALLIC SALTS AND CHEMICAL COMPOUNDS FROM OPEN CAST MINES AND DRIFT-FLATS FOR OFF-WORLD EXPORT) AND CONTROL OF SOURCES OF CLEAN FOOD AND WATER. GALEN VI'S PRINCIPAL URBAN/INDUSTRIAL SETTLEMENT, KNOWN AS THE 'OLD CITY' HAS REMAINED THE PLANET'S DE-FACTO CAPITAL OWING TO ITS CONCENTRATED TECHNOLOGICAL CAPACITY AND ACCESS TO SIGNIFICANT SUBTERRANEAN WATER SUPPLY AND PROCESSING FACILITIES. GIVEN GALEN VI'S HISTORY OF CONFLICT, FREQUENT EXTERNAL ATTACK AND INDUSTRIAL BASE, MUCH OF THE NATIVE POPULATION IS JUDGED TO BE COMBAT EFFECTIVE.

SPECIAL ADDENDUM: PRESENCE OF LARGE SCALE REFUGEE INFLUX HAS TERMINALLY OVER-STRETCHED GALEN VI'S INFRASTRUCTURAL RESOURCES.

leaving it a prison world whose people would pay for their crimes against the Imperium for generations to come.

Blood in the Dark Waters

3 327 910.M41

Quite unexpectedly, a single fire-blackened Space Marine strike cruiser, bearing unknown livery and transmitting a previously unknown vox-identity cipher exited the Warp on the outer reaches of the Cygnax system in 3327910.M41. It was the *Levitus Vex*, and its coming was to herald the arrival of a force whose name was to become synonymous with bloodshed and the darkest acts of the Badab War. The vessel, making contact with Imperial piquet ships set to monitor Cygnax space identified itself with ancient, although still valid, Imperial authorisation protocols. It announced the arrival of a Space Marine force come to offer their swords to the Loyalist cause against the heretics, claiming to have come in answer to a summons from Holy Terra itself. They identified their Chapter as that of the Carcharodon Astra, using the ancient form (or Space Sharks to give their name a more modern rendition in Low Gothic), and formally requested their acceptance and permission to enter the war zone and draw blood. After a fearful stand off, the Naval ships sent communications back to the Loyalist central command, and upon confirmation that the vessel was but the forerunner of an entire fleet of vessels now traversing the edge of the Golgothan Wastes, a formal deputation was dispatched to meet with the head of this war fleet under the direct command of Legate-Inquisitor Jarndyce Frain himself to ascertain its true intentions. Frain's personal involvement has led some observers to believe that he had some inkling of just who and what he was dealing with all along. Others have pointed out that Frain himself had learned to distrust the honour-bound nature of the Space Marines in such matters after the treachery that had led to the death of Verant Ortys, the prior master of the Red Scorpions during a parlay with Lugft Huron some years before – an event the Loyalists could not afford to see repeated.

Frain's delegation, which contained his ablest servants and savants of Adeptus Astartes lore, along with a Life Guard chosen from the Fire Angels Chapter and several powerful Imperial Navy vessels, met with the oncoming Carcharodons fleet at the dead star of Null-17 in the interstellar void beyond Cygnax. The precise details of this conference have long remained secret, known only to those who were with Inquisitor Frain as he boarded the Carcharodons' flagship, the *Nicor*, but it is known that after some tense negotiations and direct inquiries, some conducted under the auspices of Sanctioned Truthsayers, that Inquisitor Frain accepted the Carcharodons' alliance in prosecution of the war.

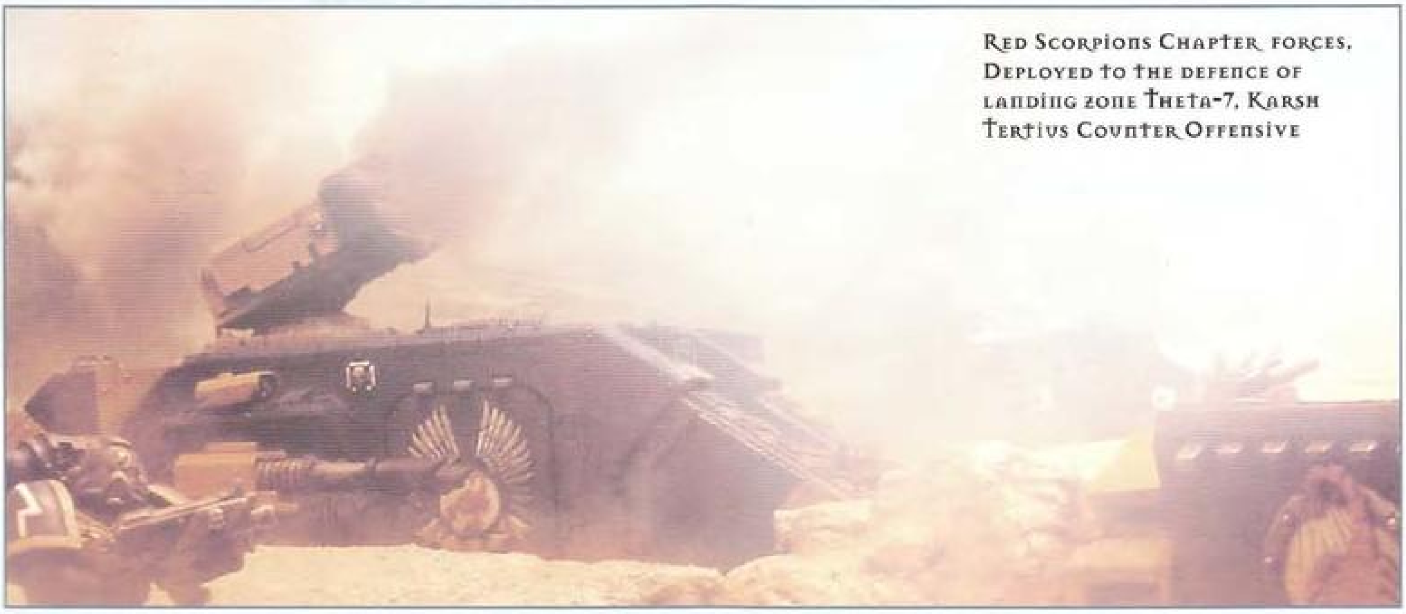
What little can be gleaned of this shadowed Space Marine Chapter paints them as having a strange and ancient provenance, and much about them seemed steeped in archaic ways and secrets best left undisturbed. The Chapter's ceaseless and perpetual Crusade against the enemies of Mankind, they claimed, had taken them away from the settled and established areas of the Imperium for centuries, perhaps millennia at a time. The Chapter's existence had long since fallen from the pages of recorded history and only traces of them remained in apocryphal sources, clouded with legend and allegory. The Carcharodons' reappearance, as if predators drawn by blood, when the Badab War was to enter its most deadly stage seemed to many a suspect one at best.

From the beginning Lord Commander Carab Culln was wary of these new recruits to the Loyalist forces, particularly given the independent reports of the Fire Angels who had accompanied Frain (as limited as they were) which painted the Carcharodons as barbarous and aberrant, with little to commend them as even resembling the dictates of the Codex Astartes. Frain's Legatine authority was not to be questioned however, and in truth, the Loyalists were in need of just such reinforcement if they were to press the attack in a timely fashion. After some deliberation, Culln dispatched the Carcharodons to the ongoing campaign against the Secessionist and renegade worlds of the Endymion Cluster in order to prove their worth.

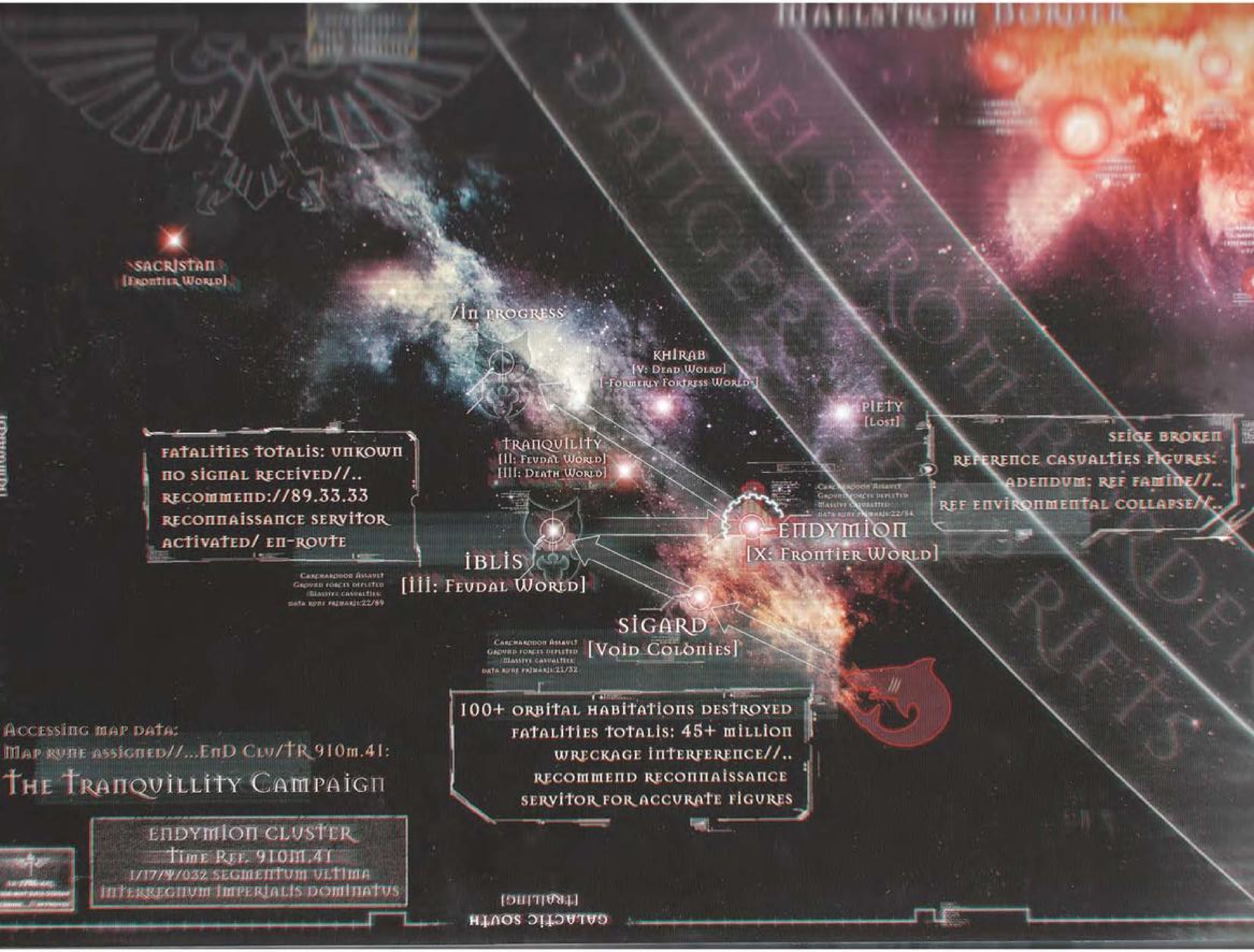
The Tranquility Campaign

3 360 910.M41

The Badab War had placed the Mantis Warriors Chapter in an invidious position by the year 910.M41. As one of the Maelstrom Warder Chapters they had directly and unquestioningly allied themselves with Lugft Huron and his Astral Claws at the outset of the secession, being both true to their bonds of blood and alliance with their fellow Warders and incensed with what they saw as the Administratum's wanton breach of authority and protocol over the political matters of the earlier Badab Schism. However as the war progressed it appears they began to harbour grave doubts about the Tyrant's motives and the increasingly dark practices of the Astral Claws Chapter, particularly after the mysterious death of their own Chapter Master Yarvan Sartaq during the notorious incident that became known as the Betrayal at Grief. By this time however the die had been cast and the Mantis Warriors had been responsible for spilling the blood of a great many Loyalist Space Marines, and indeed were held responsible for the first armed conflict between Space Marines in the war. Increasingly worn down by casualties and losses in warships, and also increasingly distrustful of their former close allies, the Mantis Warriors by 908.M41 found themselves largely isolated within the familiar battlegrounds of the stars and worlds of the



Red Scorpions Chapter forces, Deployed to the defence of landing zone Theta-7, Karsh Tertius Counter Offensive


MAELSTROM BORDER
SACRISTAN
[Frontier World]
/In PROGRESS
KHIRAB
[V: Dead Wolrd]
[-Formerly Fortress World-]
PIETY
[Lost]
fatalities totalis: unkown
no signal received//..
recommend://89.33.33
reconnaissance servitor
activated/ en-route
TRANQUILITY
[II: Feudal World]
[III: Death World]
SEIGE BROKEN
REFERENCE CASUALTIES FIGURES:
ADENDUM: REF FAMINE//..
REF ENVIRONMENTAL COLLAPSE//..
Carcharodon Assault
Ground forces depleted
Massive casualties:
data rune primaris:22/54
ENDYMION
[X: Frontier World]
IBLIS
[iii: Feudal World]
Carcharodon Assault
Ground forces depleted
Massive casualties:
data rune primaris:22/89
SIGARD
[Void Colonies]
Carcharodon Assault
Ground forces depleted
Massive casualties:
data rune primaris:21/32
100+ orbital habitations destroyed
fatalities totalis: 45+ million
wreckage interference//..
recommend reconnaissance
servitor for accurate figures
Accessing map data:
Map rune assigned//...End Clu/TR 910m.41:
The Tranquillity Campaign
ENDYMION CLUSTER
Time Ref. 910M.41
1/17/4/032 Segmentum Ultima
Interregnum Imperialis Dominatus
GALACTIC SOUTH
[TRAILING]

ORDO HERETICUS

RESTRICTED ARCHIVE

NECRO-COGNITION CORTICAL TRANSCRIPT

NCCT
G58X 456T
OH:78:08Z
299/856

SAMPLE NUMBER 941.384.815.357//584......
TRANSCRIPT BEGINS[Ivl//24/S.102].933.M41

The blackened metal iris of the atmosphere-lock screamed open like a soul in torment. Its blade-like petals slid back into the circular airlock frame only so far as to permit them to enter single file, points like curved fangs still protruding from the aperture like a maw.

The symbolism was no doubt as deliberate as it was unsubtle, and it was not lost on Acolyte-Savant Montressor as the augur-beams that flickered from his hovering servo-skull familiars recorded it in microscopic detail. His floating creations of bone and silver measured the portal's exact design and dimensions, while Montressor's own half-augmentic brain studied the ghosts of data they fed him, cross-referencing historical records, shipyard specifications, forbidden tracts and occult permutations, searching as ever for the devil in the details. All passing before his mind's eye quicker than the sluggish thoughts of an unaltered brain could conceive, and some distracted fragment of Montressor's psyche conceived dimly of all he had lost to make way for his gifts; memories of a family, childhood, the echoes of his past – all purged away and un-mourned for; payment he knew for a thought crime he could no longer remember or even conceive of – thus he had entered his master's service.

Such was his lot, and such was his reason for being here on this cold and shadowed deck, standing on the brink of a vessel the likes of which to his knowledge had not been seen for more than eleven centuries in this region. His presence required not simply for the storehouse of lore he kept, but because he was as much a sifter of truth as either of the Sanctioned Psykers that walked alongside him into this void-born relic of arcane and forbidden history, and to divine truth, he must see it first hand.

The Fire Angels Space Marine, the shining silver-steel, white and crimson of his armour resplendent in the shadows beyond the iris-maw, beckoned them forward and the Inquisition party advanced. At its head was a plain, simple figure in an unadorned black hooded cassock worn over light environmental armour as colourless as dust. In his hand the figure carried an iron sceptre capped with a wreathed Aquila to mark his exalted rank – he was Legate-Inquisitor Jarndyce Frain.

Frain's slight form seemed almost childlike as it stepped through the gaping iris and passed between the towering forms of the Astartes bodyguards beyond. Montressor followed with the others in his turn, his frail, calliper-bound limbs jerking him along in a shambling gait as he entered the Nicor.

"Great Emperor preserve us!" He heard Proctor Kevas, the Ministorum attaché whisper aloud as he entered the processional vault behind him, but Montressor barely registered the exclamation, his own mind flooding with the unending streams of data that assailed his perception like a storm front. Dimly some part of his still-organic brain knew both awe and terror at what confronted him in the frigid air of the immense vaulted corridor, but to his conscious mind there was so much to sift and record, such a vortex of permutation and questions unanswered that it drowned out all else.

For a half-kilometre the Inquisitor and his retinue walked through the great processional, and although the gantry on which they trod was narrow at barely three metres wide, the long corridor-chamber extended on either side of the mid-air walkway to four times that distance and below them to an unknown depth, its downward limit concealed by the uncounted detritus of war. Below them was a charnel pit of broken metal, splintered armour and tattered finery, and here arrayed in an unsorted and scorned mass were pile after pile of shattered weapons and broken banners, split helms and ravaged skeletons from unnumbered wars and uncounted slaughters. Montressor's learned eye spied and correlated thousands of unique artefacts among the mass ranging from Imperial lasguns to primitive black powder flintlocks, and rarer prizes such as the trampled and broken icons of the foul Traitor to the sundered Wraithbone half of an Eldar Farseer's spear. Alongside those things he recognised was much to which even his vast storehouse of arcana had no answer in identifying. Above this deep trench of detritus soared the banners and pennants of the Imperium; albeit in ancient guises and patterns seldom seen for millennia; the Great Aquila, the graven icons of

PRODUCT OF ORDO HERETICUS

STRICTLY ORDO HERETICUS EYES ONLY

IT IS FORBIDDEN TO VIEW OR ALLOW TO BE VIEWED THIS RECORD BY NON-AUTHORISED PERSONNEL ON PAIN OF EXTINCTION

TRANSCRIPT ENDS[Ivl//48/S.102].933.M41........

NECRO-COGNITION SAVANT Lam. 047...............
AUTO-TRANSCRIPTOR SAVANT Mil. 12..........

DATE:..................
SIGNATURE:..................

ORDO HERETICUS

NECRO-COGNITION CORTICAL TRANSCRIPT

NCCT
G58X 456T
OH:78:08Z
300/856

SAMPLE NUMBER *941,384,815,357//584*
TRANSCRIPT BEGINS *[Iv1//24/S.102] 933.M41*

saints, primarchs and more besides. Between these were hung less familiar relics in the shape of ashen banners and shadowy helm paldrons, all sable-grey and tarnished bronze, broken here and there with abyssal black and blood crimson. They were each marked with swirling death-sigils and the image-shape of a near-mythic predator Montressor identified as one said to have been ancient before the holy form of Mankind was born.

As at last they reached the end of the shadowed processional in silence they were confronted by another great fanged iris, this one circled by the skulls of beasts and xenos forms. It began to flex and scream open at their approach, and all but the dauntless Space Marines and the indefatigable form of Montressor's master could not help but shy warily back.

Wet-black steam hissed from the opened aperture and a hulking form materialised from the darkness, a Space Marine in Terminator armour whose grey livery faded from the umbra of a darkened thunderhead to the deathly pallor of a winter mist, the armour itself unlike anything Montressor had seen except in faded chronicles of forbidden history. The figure was huge, even for a Space Marine so-raimented, and as its armoured foot hammered on to the gantry like a bell strike, the Fire Angels accompanying them fell into battle stance.

Coldly focusing on his sworn task despite the shadow of death he felt looming over him Montressor logged the image of the Terminator and translated the armorial wording he saw there. The dialect was old; a sub-tongue of High Gothic he traced to the Solar Court of the early 33rd Millennium, 'Tyberos' it read, 'of the Red Wake'. Quickly he signalled this information to his master's vox implant.

Legate-Inquisitor Jarndyce Frain stood before the hulking figure as if daring death to strike him down and raised high the sceptre, touched by the hands of the High Lords of Terra themselves. With sudden and unexpected grace the massive Terminator slid to his knees before the black-cassocked man who was but a fraction of his size.

Armoured gauntlets went to the Terminator's helm and the fastenings hissed open, amber light dying in the helm's optic-lenses. The scarred face that was revealed was sharp visaged and waxen, deathly white, the eyes as fathomless and pitiless a black as the dark between the stars.

"Hail the Emperor," the Carcharodon whispered through rows of ivory teeth.

TRANSCRIPT ENDS *[Iv1//48/S.102] 933.M41*

Liquidated

NECRO-COGNITION SAVANT *Lam. 047*
AUTO-TRANSCRIPTOR SAVANT *Mil.12*

DATE:
SIGNATURE:

Planetary Datafax: Endymion Prime

Time Ref: 907.M41

Class: Tellurian (Rotation 18 standard hours, 0.9G, 0.85 Tm)

Designation: Industrial World [Declining, Former Sub-Hive World]

Population: Human-Imperial/Abhuman: 1.1billion estimated

Tithe Grade Exactas Minoris [Formerly higher previous to economic collapse circa M39]

Climate/Geography/Biosphere: Unstable planetary climate typified by sulphurous rain storms, hurricane winds and specifically tornadoes in polar latitudes, planetary surface designated as 'Ash Waste' with majority of population subsisting in dispersed communities throughout post-industrial 'sprawl' areas, with demographic concentrations found near higher-functioning industrial zones.

Governmental Type: Feudal dictatorship, numerous rival houses of nobility, power-base constituted on control of industrial areas and refining contracts.

Planetary Governor: None. Last incumbent, Duke Fultan Vualanti of House Vualanti, executed by the Fire Angels Chapter. No replacement yet appointed.

Adept Presence: Minor; Local Ministorum Clergy, extant Administratum and Adeptus Arbites representation purged during Secession.

Military: Former planetary defence forces made up of the combined armsmen cadres of Endymion's noble house (second line Imperial Guard equivalent) now in open revolt against the Imperium and principal forces engaged in heretical insurgency against Imperial rule.

Trade/Economy/Notes: Special Addendum: As with many worlds in the Cluster, human habitation of Endymion Prime can be traced back at least to the late M34, with it reaching its apotheosis around M38 as the region's only industrial sub-hive world, (although never attaining the scale and population of either Cygnax or Badab Primaris elsewhere in the Maelstrom Zone). Subject to privation and attack owing to its proximity to the Maelstrom on numerous occasions, the planet suffered economic collapse and decline circa M39 when its primary natural resources were exhausted, its population and capacity shrinking over the centuries to its current parlous state.

Endymion Cluster, a region of space they had long taken as their domain to defend. Using their great familiarity with these star systems and worlds, the endemic loyalty of their peoples to their ancient protectors, and the long standing series of hidden bastions they maintained here, the Mantis Warriors had successfully fallen back into a seemly unassailable position. Here the Chapter played to its great strengths and expertise; fighting guerrilla campaigns against numerically superior foes, and frequently employing hit and run tactics, raids and ambushes. Such was their power and skill here that they successfully fended off Stormtrooper regiment backed detachments from both the Fire Angels and Sons of Medusa sent to hound them out in a series of protracted actions and engagements which became known as the Tranquility Campaign, after the Tranquility system where its most frequent and costly battles were fought. It was at this time that the figure of Ahazra Redth, Chief Librarian of the Mantis Warriors and known to his Chapter as 'the Dust Prophet' rose to prominence, effectively becoming master of the Mantis Warriors until the end of the war. Guided by the uncanny foresight and cunning leadership of Ahazra Redth, the Mantis Warriors became an ever greater force to be reckoned with, determined and ruthless in defence of their honour and the worlds they were sworn to protect.

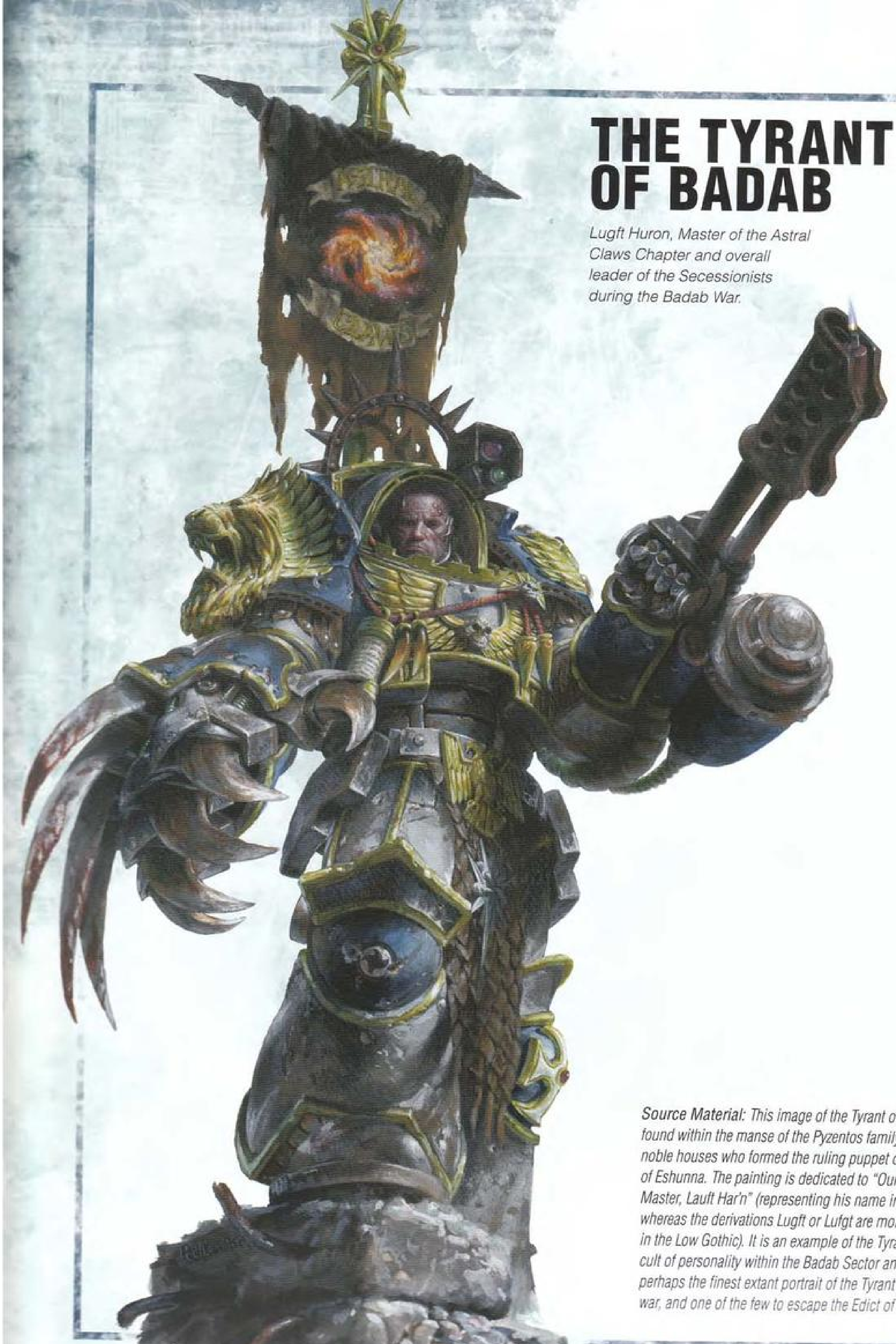
The strength of the remaining Mantis Warriors, although considerably weakened from its height at the start of the war by ongoing attrition, was such that Carab Culln recognised the folly of leaving them undefeated at his flank as the Loyalists turned their full force to the invasion of the Badab Sector. Particularly as on this other flank the Executioners Chapter also remained a significant threat. The Magister Militum had already been considering a change in his deployments in order to mount a renewed offensive against the Endymion Cluster, but with the arrival of the Carcharodons, Carab Culln was offered an unexpected asset to deploy, and he let loose their savage tide against the Mantis Warriors and the worlds of their domain.

The Sigard system was the first to taste the wrath and fury of the grey-clad Space Marines, and the Carcharodon fleet broke out of Warp directly above the system on the galactic plane, perilously close to Sigard's swollen and violent sun. Using its solar flares as a shield, the fleet split up its dozens of striking forces and devastated the numerous belt-colonies, ship-clans and asteroid-citadels of the Sigard system, destroying in mere days and weeks what had taken millennia to build and had withstood the ravages of alien and renegade alike. An Imperial Navy scout vessel, the *Resplendent Martyr*, which swept Sigard in the aftermath of the attack, reported the entire system littered with wreckage and discordant with the ghostly vox signals of dead and dying ships. It also noted that along with the wholesale destruction, much had been deliberately plundered and scavenged, both in terms of gear, resources and indeed human life. It has been the conclusion of several authorities since that the choice of Sigard, with its wealth of void-colonies and infrastructure, had been the Carcharodons' first target not simply because it had long connections with the Mantis Warriors, but because after the Carcharodons' unknown voyage from the outer darkness they had need of its bounty to replenish themselves in readiness for their part in the war.

The verdant world of Iblis was to be the Carcharodons' next target. Already the giant feudal world had been the site of a great battle between the Fire Hawks and the encircling Secessionists in the war's early stages, leaving much of its equatorial veldt a scorched wasteland. Iblis had repeatedly sided with the Mantis Warriors in the Secession and its petty-kings still offered the Chapter aid and support despite having suffered punitive raids. The Carcharodons descended on the feudal world and systematically smashed its infrastructure and put its rulers to the sword, attacking the planet's scattered settlements and nomadic crawler-caravans by night and leaving nothing but bloody wreckage. The Mantis Warriors were swift to respond, attempting to distract and divert the Carcharodons with raids of their own against Loyalist targets, and split up the attacking fleets by feigned flights and ruses, but to no avail. The Carcharodons would not be stayed, and after they had smashed Iblis into a disjointed wasteland inhabited only by scattered bands of shell-shocked survivors, the fleet moved on. This time their target was the blighted industrial world of Endymion Prime itself, where a small Fire Angels force were already holding command of the decrepit, fog-shrouded manufactora complexes against Mantis Warrior-led insurgents. Without recourse to the Fire Angels' dispositions the Carcharodons assaulted from the skies into the contested sprawl, hundreds of drop pods hammering down into the soot-caked shanties amid a great slaughter. Endymion was quickly overtaken by a confused planet-wide battle which shattered the insurgency and set great swathes of industrial sprawls ablaze and flooded other areas with millions of litres of poisonous chemical waste from sundered containment vessels. The honourable Mantis Warriors could not abandon the world to its fate and had no choice but to respond, coming to Endymion's aid with increasing numbers of their Chapter's Battle Brothers in an attempt to curb the savagery of the Carcharodons' assault. The Mantis Warriors matched the Carcharodons callous slaughter with their own fierce martial skill in lighting hit-and-run attacks and murderous ambushes, but they were too few and could not turn the tide of the assault. They would not retreat however, even after Ahazra Redth forbade further attempts at reinforcement, but those caught fought on and died in defence of their ancient pact with the people of Endymion, just as the plan that Legate Frain had concocted with the Carcharodons' leader Tyberos had predicted they would. The pattern was repeated on the minor worlds of C'sthal and Largitor, and then the twin worlds of the Tranquility system themselves. Here attacks smashed each world's infrastructure in turn, leaving desperate survivors alive to suffer on in the wake of their punishment. Again and again the Mantis Warriors were brought to battle and each time although they saw some victories against the onslaught and inflicted casualties of their own, each time fewer of them returned to fight again. By the end of 910.M41 the stricken cluster's resistance was crushed and the Mantis Warriors, now worn down and scattered, had ceased to exist as an effective fighting force, but at a great price. Starvation, disease and lingering death were now the only masters of a dozen inhabited worlds, and millions were left unburied to rot beneath the sightless stars.

In the aftermath of the Tranquility campaign, the Fire Angels Space Marines, having in prior battles earned for themselves the highest honour in the Badab War, and suffered heavy causalities, sought permission to withdraw from the conflict. This unusual act was in no small part owing to the increasing anger of the Fire Angels Chapter against the Carcharodons, with whom they had repeatedly been at odds during the Tranquility campaign and whose methods they held in utter contempt. Rather than risk the growing enmity between the two Loyalist Chapters sparking into full scale civil conflict (blood having already been shed between them in sporadic skirmishes), the Fire Angels departed with honour to their home world to rebuild their sorely damaged Chapter.

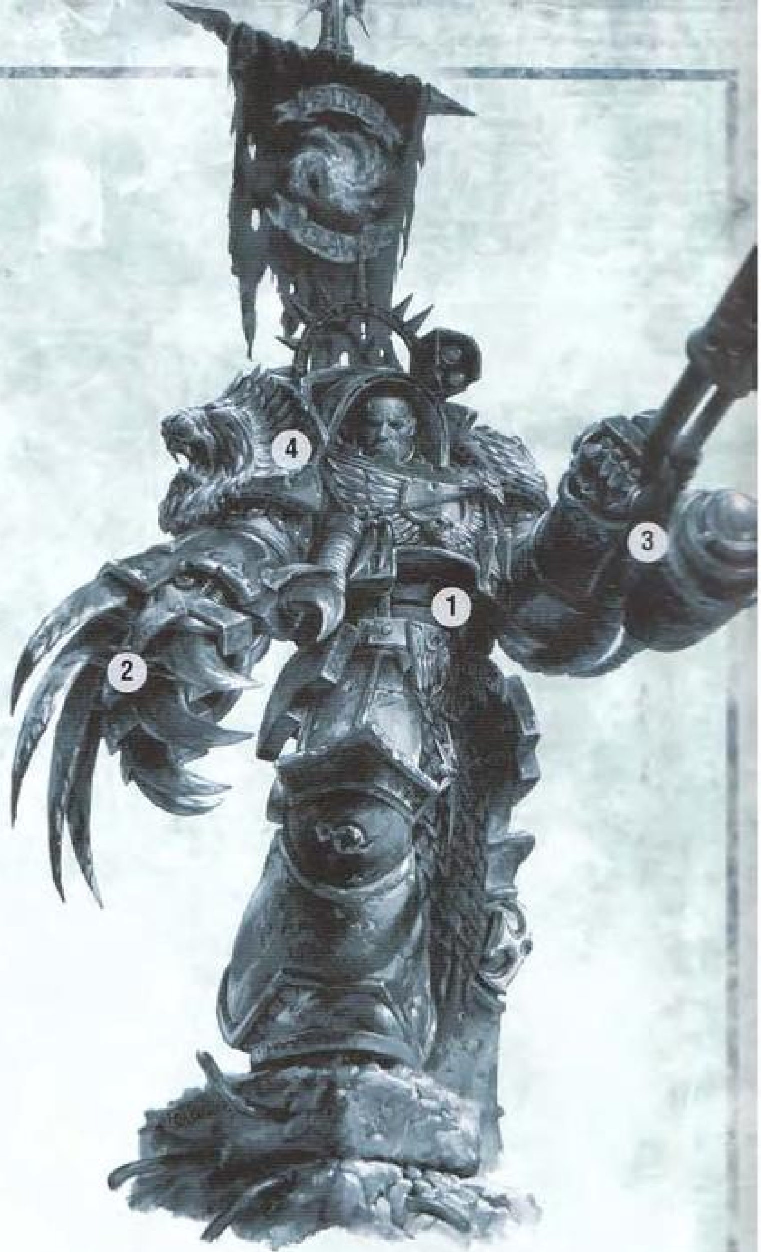
With the Endymion Cluster no longer a threat to the Loyalist flanks, the Carcharodons redeployed, splitting their fleets to patrol the Loyalist rear echelons and relieve the Minotaurs and Red Scorpions to consolidate ahead of the expected invasion of the Badab Sector. Unfortunately for the peoples of the Endymion Cluster, the Carcharodons would yet return in later years to visit a further calamity on its doomed worlds.



THE TYRANT OF BADAB

Lugft Huron, Master of the Astral Claws Chapter and overall leader of the Secessionists during the Badab War.

Source Material: *This image of the Tyrant of Badab was found within the manse of the Pyzentos family, one of the noble houses who formed the ruling puppet oligarchy of Eshunna. The painting is dedicated to "Our Glorious Master, Lauft Har'n" (representing his name in local dialect, whereas the derivations Lugft or Lufgt are more common in the Low Gothic). It is an example of the Tyrant's endemic cult of personality within the Badab Sector and remains perhaps the finest extant portrait of the Tyrant during the war, and one of the few to escape the Edict of Obliteration.*



1: Terminator Armour

As master of a well-resourced and equipped Space Marine Chapter, Lugft Huron had access to a plethora of arms and wargear of the highest quality, included among which were a number of suits of armour of various types. Perhaps most famous of these was what was known as his 'Armour of Pride' - a heavily customised set of Terminator armour adapted and augmented for him by the Astral Claws Master Artificer Armenneus Valthex in which he is here depicted. Terminator armour is the most potent form of personal defence produced by Imperial technology and is able to survive tremendous impact force, radiation exposure or directed energy without loss of structural integrity or serious harm to the wearer. Terminator armour also offers a fully sealed and independently regulated environment, making it perfectly suited for enduring combat in the savage void of space or the harshest planetary conditions.

2: The Ghost Razors

Depicted here is the infamous 'claw' of the Tyrant, more properly a weapon known as the 'Ghost Razors'. A single lightning claw type weapon conforming roughly to Adeptus Astartes specifications, it is a heavily armoured gauntlet housing a number of articulated power blades. The Ghost Razors' true mechanism and fabrication remained unknown even to the Tyrant himself. Fragmentary evidence recovered after the conflict mark this weapon as being in fact a relic gifted to Lugft Huron by the remnants of the Tiger Claws Chapter in gratitude to their saviour, and given the shadowed legends that surround that lost Chapter its provenance may have been indeed a dark one. In close combat the Ghost Razors were an all but unmatched weapon, the unidentified phase-frequency disruption fields imparted to their cutting edges proved able to slice though solid matter at a sub-molecular level, parting ceramite and adamantine plate effortlessly and sundering energy fields and force barriers they encountered.

3: Heavy Flamer

The Tyrant's secondary armament as shown here is a heavy flamer. Usually employed as a squad support weapon by Terminator units deployed into closely confined battle zones, the use of such a weapon by a Space Marine commander is an unorthodox choice, but one that clearly reflects Lugft Huron's preference for participating at the forefront of battle sand heavy assaults. The heavy flamer's specific pattern remains unknown, and it was likely a direct creation of Armenneus Valthex in his capacity as the Tyrant's personal armourer and weaponsmith.

4: The Tyrant's Claw Icon, Reliquaries and Chapter Insignia

As a Chapter the Astral Claws, as with many of the Adeptus Astartes, employed a rich and extensive body of heraldry and insignia, much of which has allegorical meaning or represents concepts of ritual or historical significance. Here graven upon the Tyrant's armour can be seen many such symbols, including the Chapter's principal and ancient icon, that of the winged lion of victory, a symbol with its origins said to descend down unfathomable ages from pre-Imperial Terra, the vortex spiral used to denote the Maelstrom Warder Chapters in ornate form, and also the Iron Halo, denoting endurance and leadership. Attached to Lugft Huron's Terminator armour cuirass can also be seen a sealed reliquary which is believed to have contained a portion of the ashes of his predecessor, Astral Claws Master Rovik Blake, a funerary custom of the Chapter. Of most significance perhaps is the icon of the 'Tyrant's Claw' itself. This symbol which Lugft Huron adopted as his personal heraldic device upon his accession as Chapter Master, represented the Astral Claws themselves, with the star at its centre representing the Maelstrom Zone and Badab Primaris in particular. Used foremost as the principal armorial of the so-called 'Tyrant's Legion' forces. As the war went on this symbol, rather than the traditional icons of the Chapter, became increasingly displayed by the Chapter's Battle Brothers as a mark of their allegiance.

CHAPTER SIX

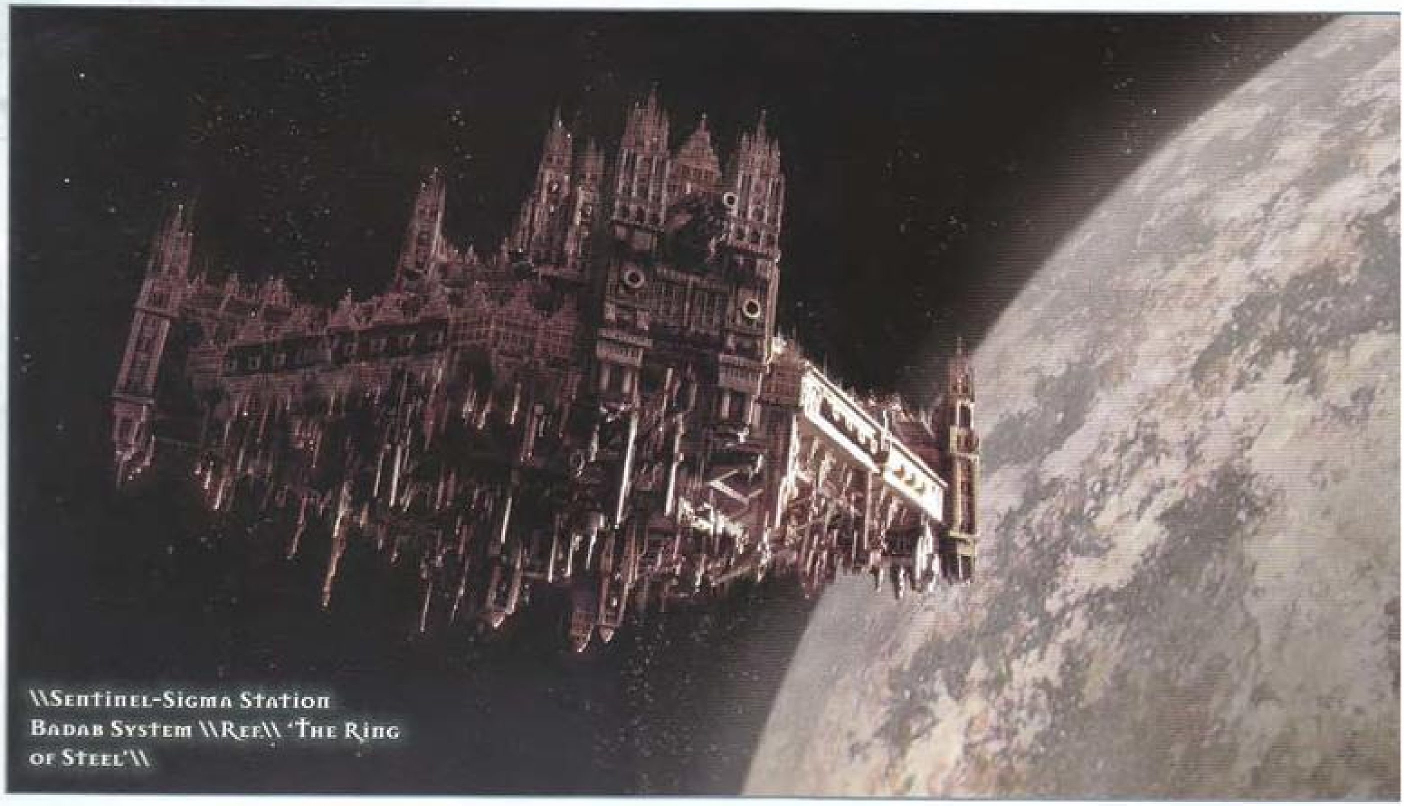
THE TYRANT STANDS ALONE

A Clash of Iron and Fire

5 260 911.M41

An increase in corsair activity along the Eastern Maelstrom Zone in mid 910.M41 had led to the belief among those in the Loyalist high command that at least one Astral Claws task force had slipped out of the Badab Sector itself and was now operating from the edges of the Maelstrom proper. Concerned that this could be the start of a new battle front opening on their flank, Imperial Navy escort search-and-destroy squadrons were dispatched to the area to hunt for evidence of enemy operations and quell the attacks. Traversing even the edge of the Maelstrom was a dangerous business, and the squadron suffered high rates of crew casualties to madness and storms even without contacting the enemy. On the frontier world of Rook, one of the few worlds in the Maelstrom whose puritanical population of Oblationist zealots could be relied upon to willingly aid Imperial agents, they found their evidence. Here they heard testimony of increased slave raids of nearby systems, and attacks by human corsair ships led by an Astral Claws strike cruiser they identified as the *Hyrcania*. This pattern of attacks was tracked by the squadron's lead Navigator, the infamous and legendarily skilled Onna Nostromo by their echo in the Warp to the riven star system of Lamptan, and its twin feral worlds of Shaprias and Scarfel. Thus, having divined that a strong enemy force was massing at Lamptan, the Imperial squadron, now badly in need of refit and resupply, returned to seek reinforcements.

Elsewhere in the war the Loyalists and Secessionists had once more entered into a period of increasing armed engagement. In the northern Maelstrom Zone, the Carcharodons were enacting the final stages of the Tranquility campaign, while in the southern zone, the Minotaurs and Sons of Medusa, backed by Imperial Guard penal regiments, were assaulting Isin on the edge of the Badab Sector itself, where a tenacious defence was underway by the Tyrant's Legion. During this period Lord Commander Culln was then marshalling his own Red Scorpions and the newly reinforced Exorcist Chapter contingent at Sagan in preparation for an assault on the strategic Warp terminus of Pireaus, a target considered by many to be the gateway to the Badab Sector.



\\Sentinel-Sigma Station
Badab System \\Ref\\ 'The Ring of Steel'\\

Overall the Loyalist forces had suffered considerable losses since the start of the war, and the contingents of many of the Space Marine Chapters which had previously fought for the Loyalist cause had now departed. Some, such as the Howling Griffons and Marines Errant, had withdrawn owing to the casualties they had suffered, while others such as the Novamarines and most recently the Fire Angels had departed for reasons of their own. In short, Loyalist forces were stretched thin despite the fresher Space Marine companies that had recently arrived, and Lord Commander Carab Culln could not afford to be drawn into fighting on an increasing number of fronts to be bled dry slowly by attrition, as no doubt was the Tyrant's plan. Taking council with his commanders, it was the old and famed warrior, Pellas Mir'san, leader of the Salamanders Space Marine contingent who offered a solution to the events on Lamptan. He offered to lead his own forces, now a little under a Company in strength but very well equipped in armour and weapons in a lightning strike against Lamptan, relying on the element of surprise, the arcane skills of Onna Nostromo to position their attack, and the power of their potent battle barge *Pyre of Glory* to deal a crippling blow to the enemy. Culln saw both the inherent risks as well as the potential rewards of this plan, and was further moved in its favour when somewhat unexpectedly, the grim and taciturn Chaplain Ivanus Enkomi, who represented the often aloof and secretive Minotaurs Chapter in the war council offered to take his personal guard and such forces he could muster in aid of the mission. So approved Mir'san's strike force, named the 'Gift of Fire', was further augmented by a pair of Imperial Navy light cruisers and a frigate squadron. This force was dispatched immediately from Sagan on the long voyage to the murderous and turbulent vortex of the Maelstrom itself and the Lamptan system, there to meet the foe in battle.

Entering Realspace in the inner sphere of the erratic binary star system of Lamptan, with its serpent-like plume of burning gas coiling between the two suns, the Loyalist's fears were soon realised. Clearly visible above the feral world of Shaprias a ragged armada of star vessels, scows and wrecks had been assembled from scavenged hulks and pirated freighters, while auspex scans and augury-probes revealed that on the planet below vast camps and training grounds had been raised up beneath the shadow of iron-sided bastion towers and ringed with kilometres of blade-wire. Here on Shaprias a new army was being forged from brutal and tainted tribal warriors enslaved to the Tyrant's cause, and was in the process of being tempered into a spear to be hurled at the Loyalists from an unexpected quarter – a disposable weapon to kill and be killed at Lugft Huron's will. Given the presence of only a few corsair escorts and raider ships in near orbit which were quickly scattered by their attack, Mir'san deduced that the bulk of the enemy warships were away on some mission of plunder, and there would be no better time to strike. His swiftly configured attack plan was a bold and resolute one. The Salamanders and Minotaurs would make immediate planetfall to attack the Secessionist bastions and training camps, while after conducting the orbital insertion their ships and naval escort would sweep immediately out again and set about destroying the armada of would-be troop ships as swiftly and thoroughly as possible, thus removing both factors of threat.

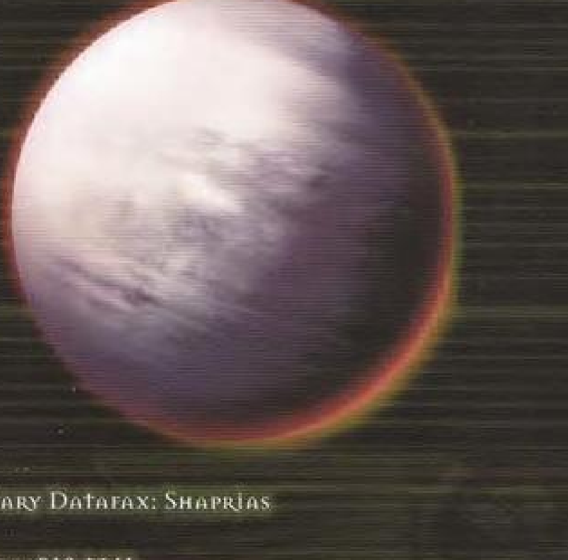
The drop pods and Thunderhawks of the two Chapters roared down through Shaprias' cold crimson skies accompanied by bombardment from the *Pyre of Glory*'s macro cannon against what was deemed to be the most heavily entrenched targets. Once in the atmosphere the two Chapters divided to their chosen killing grounds. The Minotaurs attacked the iron-shod bastions where the dark architects of this domain were likely concealed, while the bulk of the Salamanders forces descended on the heart of the city-sized training camps. A secondary force, composed of a chosen wing of Caestus pattern Assault Rams carrying aboard them a force of Salamanders Fire Drake Terminators, the greatest warriors of their esteemed Chapter, took on the task of attacking the Secessionist landing grounds.

On their first pass the armoured prows and magna-meltas of the Caestus savaged the enemy transport craft caught on the ground, sundering and burning through their hulls, rupturing their fuel tanks. The flames soared hundreds of metres into the air in incandescent storms, phosphor white against the red skies. The Fire Drakes, assaulting from their craft into the billowing black palls of smoke, turned confusion and destruction into a massacre, their storm bolters and cyclone missile launchers sweeping the panicked foe away before any resistance could be organised. Elsewhere the main Salamanders force led by Captain Mir'san had descended into the heart of the enemy, deploying their troops and armour into a defensive ring at the centre of the training camps. Utterly surrounded, the Salamanders force at under a hundred Space Marines was outnumbered more than a thousand to one by the horde of savages and mutants, the brutal inhabitants of a dozen nearby worlds, that rose up before them. For any other warriors the position would have been a suicidal one, but these were the scions of Vulkan, and they cared little for such odds. Staggered by the sudden fury and shock of the assault, the great horde, all but leaderless and without thought, was slow to react, and by the time they pressed the attack, the savage mass was met by a wall of firepower, and thousands fell within the opening minutes of the battle as Whirlwind launchers, Destructor pattern Predator tanks and the ordered ranks of the Salamanders Space Marines let fire at almost point blank range into a solid mass of flesh and bone, killing hundreds. The enemy faltered immediately, their jagged blades and autoguns a poor answer to the output of the armouries of Prometheus. What few heavier weapons the enemy brought to bear were quickly marked and destroyed by concentrated fire. As the broken ground of the training fields was steadily covered with mounds of twitching bodies, the horde, shying away from the bloodshed, only rallied when their taskmasters took to the field behind them, the blood-stained and steel-coloured power armour of Astral Claws Retaliator squads amid the dirty cloth and pale skins of the horde clearly visible to the heightened senses of the Salamanders as they kept up their relentless tide of fire. As the Salamanders marked their true foe amid the carnage, Mir'san sprung the second phase of his assault plan into action, and three Land Raiders of the rare and prized Achilles pattern spearheaded a counter assault aimed directly at the Astral Claws contingent. The tanks' Thunderfire cannon blasted a swathe through the ranks of the horde, and their multi-meltas lashed into the packed masses of bodies turning scores of savage fighters into screaming explosions of blood and steam with each blast. The Land Raiders' thrice-blessed hulls shrugged off the lascannon beams and shrieking missiles the Astral Claws sought to stop them with, and ploughed a corpse-paved path clear through to the centre of the Astral Claws force. This achieved the inviolate trio of Land Raiders swung aside as the fury of the Ancients was unleashed. Six Dreadnoughts, led by Bra'yath Ashmantle, known darkly in the chronicles of his Chapter as the Iron Dragon, stormed into the waiting Astral Claws like a thunderbolt, smashing them asunder and drenching them with purifying flame. Overmatched and overwhelmed, the Astral Claws did not yield lightly, but were slain in glorious combat, felling two of the Salamanders' Ancients. As the last Astral Claws died, the name of the Tyrant was howled with their Centurion's dying breath as the Iron Dragon tore him in half and cast his carcass to the winds. With their masters slaughtered, the horde panicked and broke, the tens of thousands that remained alive fleeing in a mindless stampede away from the lords of fire and death at their backs, crushing and killing hundreds more of their own number in the rout.

At the bastion line, the Minotaurs met with firmer resistance. The defences had been built into a range of basalt crags with the Astral Claws' typical diligence and skill, and the iron-shod towers were studded with heavy bolter and battle cannon emplacements that covered every ground approach with interlocking kill zones, while quad guns and Icarus lascannons guarded the skies above them. The Minotaurs' assault began with low level attack runs by Thunderhawk gunships, which skimmed the jagged terrain to focus their firepower on a carefully selected point in the bastion line, punching a gap in the firing lines and disgorging assault Terminators and Devastator squads directly into the smoking wreckage. Braving the storm of fire, the rest of the company-strong Minotaurs force deployed directly behind this breakpoint, which suffered the brunt of the enemy counterattack. The Minotaurs' Vanguard held the ruined bastion with disciplined ferocity, not giving an inch of ground to the oncoming Secessionists despite heavy casualties. The bronzed armoured Minotaurs clashed in brutal close combat with the Astral Claws Retaliators who advanced under cover of their combat shields through a hail of bolter fire to try to re-take the sundered fortifications, only to be hurled back time and again from the mount of twisted metal and shattered rockcrete. Although in numbers the attacking Minotaurs and the defending Astral Claws at the bastion line were roughly equal, the Astral Claws were well dug in, well armed and led, and lacked nothing for bravery and fighting spirit. The Minotaurs however were masters of siegecraft, and this blood-soaked close-quarter hell was exactly the kind of battlefield in which they revelled. With the Astral Claws counter-attack pinned in place at the shattered bastion, the formed up Minotaurs' second attack line, led by an armoured spearhead of Land Raiders and Siege Dreadnoughts opened up a parallel assault against the next bastion in the chain. Chaplain Enkomi personally commanded the jump pack equipped Vanguard Veterans in storming the second enemy bastion and slaying all within, his vox-amplified battle cries echoing louder even than the roar of the guns. Cut off and encircled, the Astral Claws sally-force was swiftly isolated and destroyed in detail, as the Minotaurs began advancing one half of their forces to take the next bastion in the line, while the other consolidated the previous prize and re-armed in preparation for the next sequential assault. The progress was slow and bloody, and the Astral Claws made them pay a price in dead for every fortification the Minotaurs took, but the Secessionists' martial fury could not stem the Loyalist advance and one by one, the bastions fell and victory was claimed by the Minotaurs.

Deep beneath the smashed fortifications the Minotaurs and Salamanders soon discovered what secrets they were built to defend; a vast natural cavern system housing heretek laboratories. These had been manufacturing combat drugs in vast quantities and attempting primitive gene-tampering and experimental surgery on the feral warriors of Shaprias, along with hundreds of Imperial prisoners taken in raids across the eastern Maelstrom Zone. At the lowest levels, guarded by a cadre of the hated Corpse Taker Apothecaries of the Tyrant's Legion and their servitors, was an armoured vault within which was a store of Space Marine gene-seed in part stolen from Loyalists fallen in battle.

While the battle had raged below, the conflict in orbit had also gone in the Loyalists' favour, but not without cost. While the makeshift armada had been blasted to scrap and burning debris, concealed weapons platforms set to guard the fleet had inflicted damage to the *Pyre of Gory* and gutted the Sword class frigate *Epona* which had to b abandoned as a burning hulk. Less than eleven standard days after the battle was first joined, Gift of Fire departed the Lamptan system to undertake the perilous voyage back to Loyalist-held space, with over a thousand freed prisoners carried in the holds of its Naval light cruisers, and the priceless recovered gene-seed held in the inner sanctum of the *Pyre of Glory* itself. Gift of Fire had claimed a great victory for the Loyalists and uncovered and thwarted a dark machination of the Tyrant's that if left to hatch out could have had dire consequences for the Imperium. Little did any in the Loyalist high command suspect however that the attack at Lamptan would have



Planetary Datafax: Shaprias

Time Ref: 910.M41

Class: Trans-Tellurian. (Rotation 60.7 standard hours, 1.05G, 1.9 TM)

Locational Reference: Lamptan System [Lamptan V]

Designation: Feral World: Occultus Astra

Population: Atavistic pre-Imperial human, grade 1///7 Scirtae classification [Ref Magos Biologis: M39 visitation] with moderate levels of Warp taint evidenced in general population. Population unconfirmed, estimate 20-50 million native inhabitants.

Tithe Grade Exactas Nil: This world exists outside the Grace of the God Emperor of Mankind.

Climate/Geography/Biosphere: Governmental Type: Shaprias is one of two near-identical inhabitable worlds found within the binary star system of Lamptan. That stable inhabitable worlds exist in such a locale is extremely unusual, and accounted for in the judgement of the Scholam Astra as a likely result of the reality-warping influence of the Maelstrom itself, at the outer reaches of which the system is located. Both Shaprias and its brother world of Scarfel are primordial planets, covered in verdant jungles and subject to active volcanism and turbulent storms. Shaprias alone however has been recorded as possessing a native population of atavistic humans. This population exists in a pre-technological state as a myriad of warring tribes, untouched by the blessed influence of the Imperium.

Planetary Governor: Nil

Adept Presence: Nil

Military: Nil

Trade/Economy/Notes: Shaprias is forbidden to non-Adeptus Imperial contact.

immediate and unforeseen consequences that would unexpectedly alter the course of the Badab War.

The Red Hour

6 270 911.M41

The Gift of Fire task force, fresh from its victory in the Lamptan system, was unexpectedly struck by a powerful Warp squall and scattered en route back to Imperial controlled space. Utter calamity was averted by the skills of their lead Navigator Nostromo, and only a single frigate was lost to the seething Empyrean, while the Salamanders' battle barge *Pyre of Glory* and the light cruiser *Admiral Gregorius* were turned back into the Maelstrom riding ahead of the stormfront and forced to ford into Realspace in the relative stability of the Calah Shoals within the Maelstrom's boundary. With their Geller Fields on the point of collapse and their drives failing, the two Loyalist vessels limped into the outer orbit of Calah's boundaries to repair and refit. Their arrival at Calah had not gone unnoticed however, and a human raider ship that had been trading with the scattered Ork lairs that infested the inner system departed unseen and carried news of their presence to the Secessionists. The Astral Claws strike cruiser *Hyrcania* was still in the region, having found its home base on Shaprias destroyed, and its master, the Astral Claws Arch-Centurion Carnac Commodus, craved vengeance and a chance to ameliorate his failings in his lord's eyes. Alone, however, Commodus' single strike cruiser had little chance of taking on the wounded Loyalists with success, and so he desperately sought assistance in taking on the enemy while they were still isolated. His encrypted Astropathic message found an unexpected ally in the *Phaeton's Wrath*, flagship battle barge of the Executioners Chapter, and her accompanying Gladius class frigate escorts, which had been taking in supplies at the uninhabited ocean world of Deluge on the edge of the Magog Cluster.

The combined battlegroup attacked as the Loyalist vessels moved toward the Warp transfer point at Calah to embark again on their troubled voyage, their repairs at last completed. The battle was swift and hard fought, with the *Admiral Gregorius* blasted to atoms in the opening salvo of the Secessionists guns, although the *Pyre of Glory* quickly proved to be far less easy prey. Repelling the first boarding assaults against her and destroying two of the attacking frigates, heavy fire from the *Phaeton's Wrath* managed to entirely disable the Salamanders battle barge's thrusters after a three hour long running battle, leaving it dead in space. With the *Pyre of Glory* disabled,

SALAMANDERS CHAPTER UNIT ORGANISATION

The Battle of Shaprias, The Lamptan Intervention, The Badab War: 260 911.M41

FLEET *Operating from the Battle Barge Pyre of Glory*

3 x Thunderhawk Gunships
4 x Thunderhawk Transporters

5 x Assault Drop Pods
3 x Deathstorm Drop Pods

3 x Caestus Assault Rams

COMMAND *Lead by Captain Pellas Mir'San*

1 x Land Raider

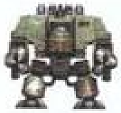
5 x Space Marine Command Squad

2ND COMPANY — **EXTENDED DETACHMENT**

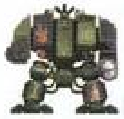
10 x Assault Space Marines

45 x Tactical Space Marines

4 x Rhinos

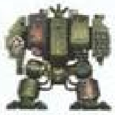


'Bray'Arth Ashmantle'



3 x Ironclad Dreadnoughts

2 x Siege Dreadnoughts



1 x Dreadnought

20 x Devastator Space Marines

6 x Razorbacks

10 x Sternguard Space Marines

21 x Space Marine Terminators

ARMOURY

1 x Land Raider

1 x Land Raider Redeemer

1 x Land Raider Helios

5 x Predator Destructors

6 x Whirlwinds

1 x Vindicator

MINOTAURS CHAPTER UNIT ORGANISATION

The Battle of Shaprias, The Lamptan Intervention, The Badab War: 260 911.M41

FLEET *Operating from the Strike Cruiser Bronze Catechist*

2 x Thunderhawk Gunships
3 x Thunderhawk Transporters

10 x Assault Drop Pods
2 x Deathstorm Drop Pods

1 x Caestus Assault Ram

COMMAND *Lead by Chaplain Ivanus Enkomi*

1 x Rhino

5 x Space Marine
Command Squad

AUGMENTED 4TH COMPANY

30 x Assault
Space Marines

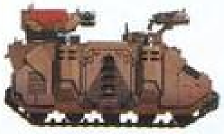
50 x Tactical
Space Marines

10 x Devastator
Space Marines

6 x Vanguard Veteran
Space Marines

8 x Space Marine
Terminators

2 x Dreadnoughts



3 x Razorbacks

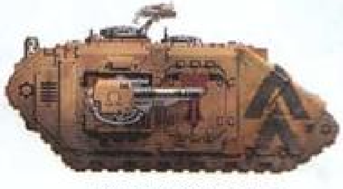
6 x Rhinos

1 x Ironclad
Dreadnought

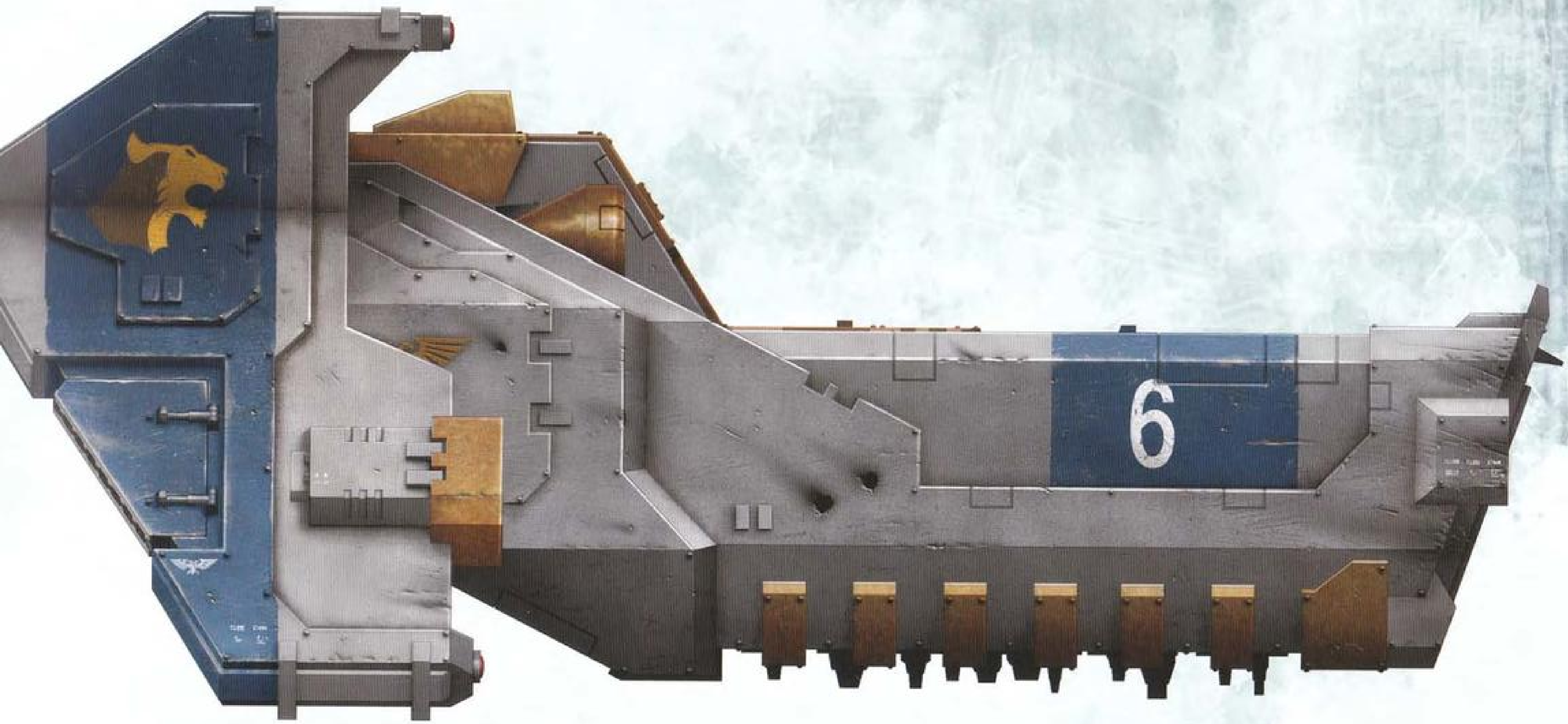
ARMOURY

1 x Land Raider Achilles

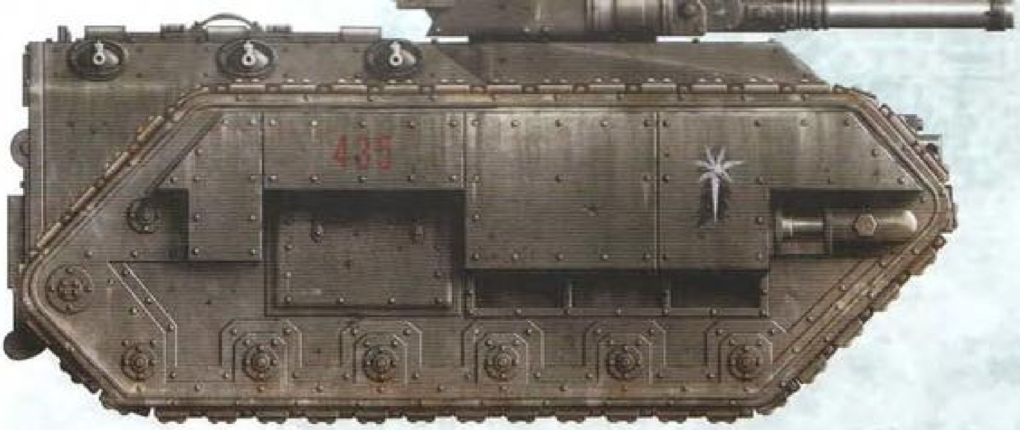
1 x Land Raider Redeemer



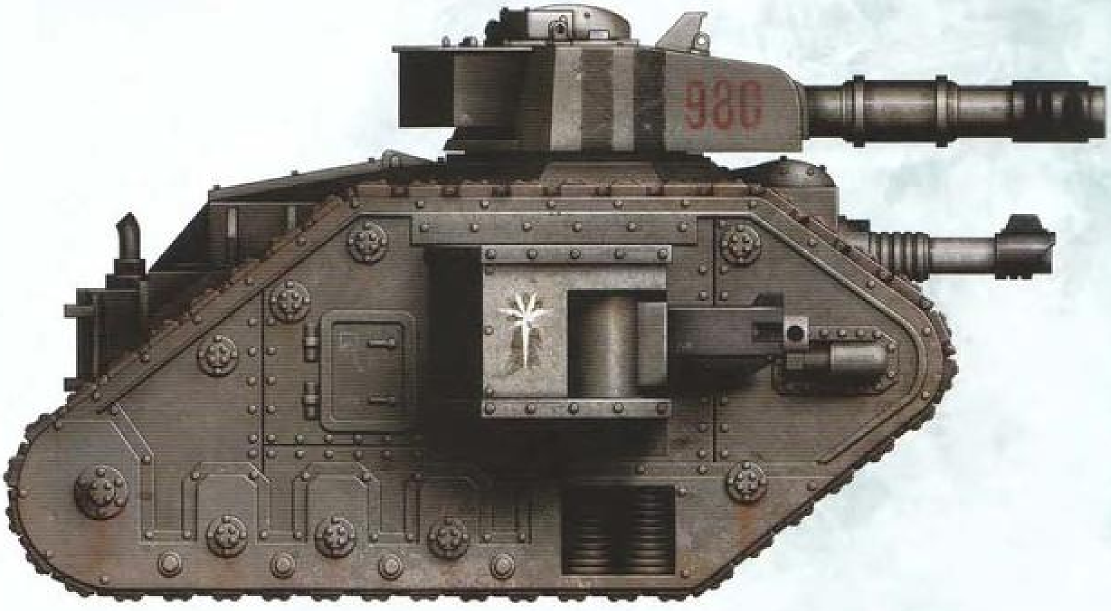
2 x Land Raider



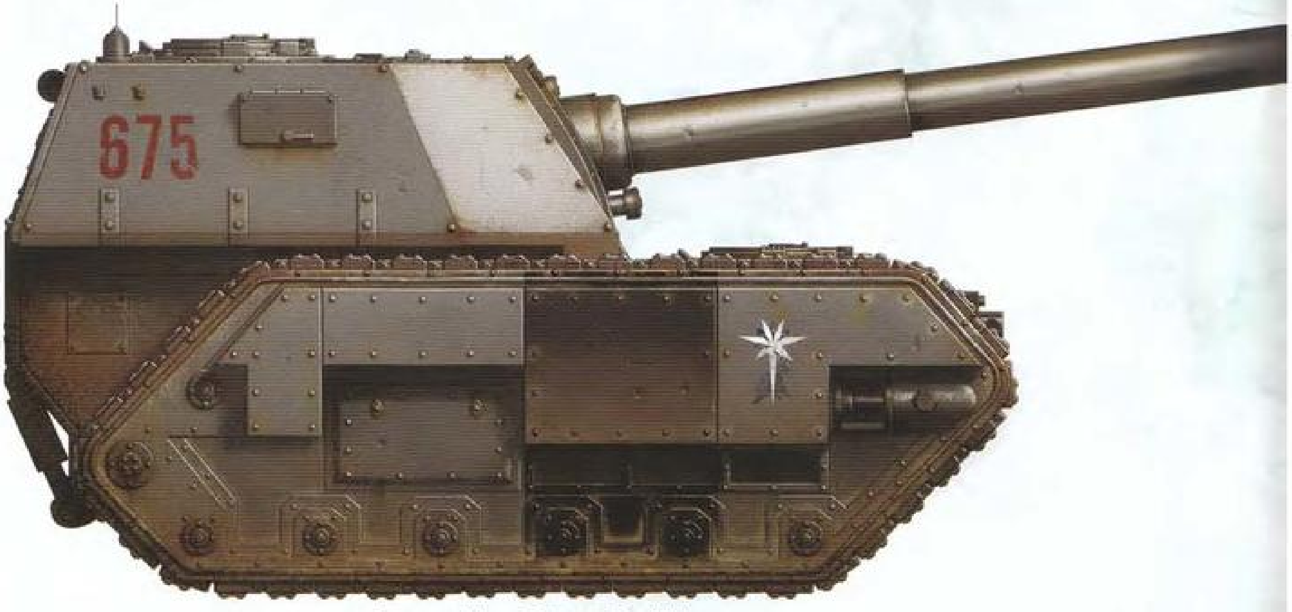
The 'Sapphire Claw'
Astral Claws Chapter Caestus Pattern Assault
Ram Attack Squadron attached to the Battle
Barge *'Seraph of Judgement'*



Ryza Pattern Chimera with Autocannon turret
Undesignated Unit, The Tyrant's Legion
Destroyed During the Destruction of Hive Dominar



Leman Russ Battle Tank
II Legion, Destroyed During the Battle
for the Palace of Thorns



Armageddon Pattern Basilisk,
Sector 129-d Counter Battery, Tyrant's Legion
Captured Intact, Crew Slaughtered by Carchardons

Thulsa Kane, master of the Executioners, vox-signalled the Salamanders' vessel and offered them the chance for honourable surrender, vouchsafing passage for them from the war zone under oath not to take up arms again in the conflict. Pellas Mir'san, commanding the Salamanders force, conceded to this demand, despite the misgivings of some of those under his command, knowing that otherwise his force would be destroyed without any ability to strike back at their foe. Pellas Mir'san was a wise and highly experienced veteran commander, and knew that the vainglorious sacrifice of his force would achieve nothing other than to benefit the Imperium's enemies. Having himself fought alongside the Executioners Chapter centuries before as a Scout neophyte he trusted to their oath of offered surety.

Both the *Phaeton's Wrath* and the *Hyrcania* drew alongside the battered *Pyre of Glory* and docked, Thulsa Kane personally leading the Executioners boarding party and accepting Mir'san's sword in surrender as the Salamanders stood down their arms. It was then elsewhere within the great ship, the unthinkable occurred. Arch-Centurion Commodus had led his own boarding party to seize the *Pyre of Glory*'s armouries, and thanks to the conditions of the surrender had been all but unopposed. Heedless of the consequences Commodus sought to breach the ship's sanctum vaults in search of the prize in gene-seed he hoped to find there; not only that which the Salamanders had recovered from the caverns of Shaprias, but the sons of Nocturne's own, recovered stock from the fatalities they had sustained during the war. When the Salamanders' Apothecaries resisted, the snarling Commodus cut them down. The Arch-Centurion's vengeful fury unleashed, immediately he ordered the massacre of the Salamanders they had taken prisoner, commanding his Corpse Takers to strip them of their gene-seed whether alive or dead, and pitched battle broke out across the decks. As reports reached the bridge-chamber of what was happening, Thulsa Kane was incensed to a murderous rage. Mir'san seeing this, wisely divined that the Executioners may not have full knowledge of the enormities of heresy and blasphemy the Astral Claws had come to embrace, perhaps having been deliberately deceived by the Tyrant. Controlling his own outrage, Mir'san poured deliberate scorn on the Executioners' leader, both for this breach of his word and the dishonour of standing by and allowing the Tyrant's sins to go unchallenged. With the reports of his Executioners' own eyes giving the gravity of truth to Mir'san's claims, Kane's wrath was terrible to behold. He declared that the blood oath binding his Chapter to Huron's cause had been violated, and the dark stain of infamy the Astral Claws had brought upon them could only be washed clean by a river of blood. Those Salamanders Battle Brothers that survived what was to come have since given witness that a bleak madness came upon the Executioners at Kane's pronouncement, and that they tore into the Astral Claws with a murderous vengeance, heedless of the risk to their own lives, satisfied only that their former allies would die by their hands regardless of the cost. Pellas Mir'san rallied those Salamanders that yet survived and mounted a defence of the battle barge's inner sanctum, unleashing the power of Bray'ath and his fellow ancients to aid them. The corridors and vaults of first the immense and ancient *Pyre of Glory* and then the Astral Claws *Hyrcania*, ran red with blood. In what quickly entered the legends of the war as the 'Red Hour' every single Astral Claw, Chapter serf and servitor present was relentlessly and savagely slaughtered, and the *Hyrcania* was left a charnel house of decapitated bodies. As a deathly silence fell in the aftermath, Thulsa Kane came alone before Mir'san at the gates of the sanctum, his grim armour scorched and torn. He knelt in the light of the burning sanctum braziers before the Salamanders and offered them no words, but from beneath his ragged black cloak he let a single gory object fall and roll at Mir'san's feet. It was the head of Arch-Centurion Commodus.

The Executioners withdrew without further comment, leaving the stricken *Pyre of Glory* and the empty strike cruiser docked alongside and departed. But their maddened desire for vengeance had not been satiated, and soon its message reached every corner of the Maelstrom Zone. From this point onwards, the Executioners Chapter became a rogue element in the war, not only seeking out and descending with suicidal fury on the Astral Claws and their agents wherever they could be found outside the safety of Badab itself, but also refusing to surrender to Loyalist forces when encountered. The most notorious incident of this kind, was the Executioners' destruction of the Sons of Medusa strike cruiser *Warspite* in the Grief system in 310911.M41, when battle groups from both forces engaged unexpectedly off the Warp route transfer point there, but there were numerous others. Beyond this however, the Executioners Chapter's attacks on wider Imperial shipping ceased almost immediately. This development was explained only when some standard months later, the near-wrecked *Pyre of Glory* finally put into port at the Loyalist battle station at Surngraad with a strange and bloody tale to tell.

For the Tyrant's cause there could have been no more bitter blow than that struck by these allies turned enemies. Not only had the severing of the Executioners from the Secessionist cause robbed Huron's forces of much of its remaining strength in warships and raider craft, but as foes the Executioners were both implacable and had the advantage of detailed knowledge of many of the Secessionists' hidden bases and deployments which they put to immediate use in destroying them. With first the Lamenters and then the Mantis Warriors shorn from the Secessionist order of battle, and now most bitterly the Executioners turned against him, Lugft Huron and what remained of his once-mighty Astral Claws were truly alone before the Imperium's wrath, their dreams of dominion and eternal glory shattered.

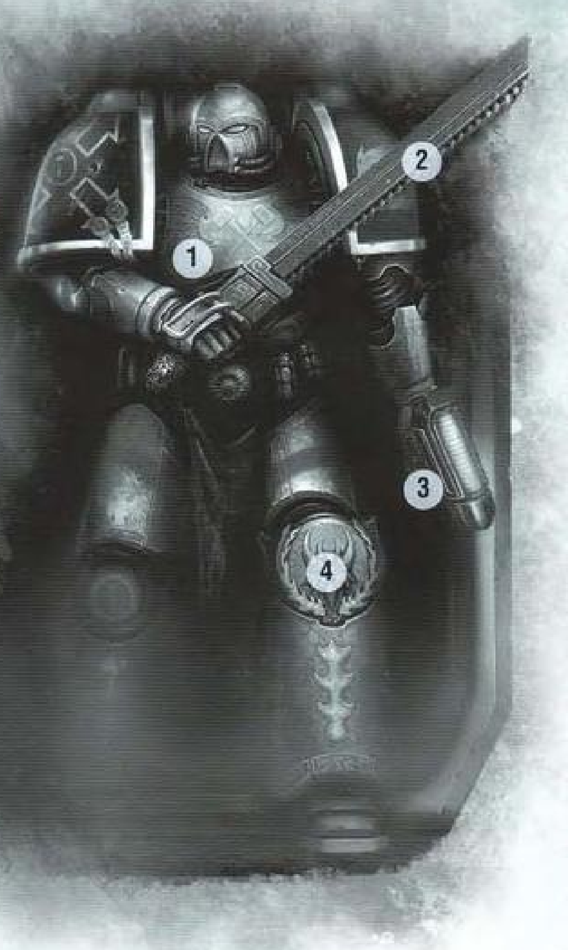
An Order for Death

5 319 911.M41

Following what he regarded as the treachery of his former allies, Lugft Huron announced in a recorded message that was relayed throughout the Badab Sector that the Astral Claws and their subjects were no longer part of the Imperium of Man, an institution he saw as a *"Bankrupt, rotting carcass, fit only for the grave..."* but a sovereign state dedicated to *"Survival and the triumph of Mankind"*. The Tyrant further swore that he and his followers would fight to their last breath to avenge themselves upon those who had *"...betrayed us"* and maintain their freedom, ending the soon-infamous recording with the statement that *"The strong are strongest alone"*. Soon afterwards within Huron's remaining domains, all signs and symbols of Imperial authority, culture and creed were cast down in a firestorm of iconoclasm, and the mass executions on Badab Primaris of clerics and functionaries (most of whom had remained largely ignorant of the true cause and nature of the war) were reported to last for many weeks without pause. Up until this point it is to be remembered that although the Badab Secessionists had been declared heretic by the Imperium, within the worlds they had controlled the pattern of established life had gone on much as it had for many centuries, and the worship of the God Emperor had been maintained. Those prelates that had overtly disagreed with the Secession had been removed and replaced with those more amenable to the Tyrant's cause and millions still followed their faith unimpeded, while the Sector's native defenders believed naturally enough that they fought and died in a battle against heresy, rather than in its name. No longer however was the truth concealed from the pitiable masses of the Badab Sector and in the Tyrant's spite and fury, great basilica were toppled, and clergy and adepts were slaughtered (despite any prior proven allegiances). As for the Astral Claws themselves, although the practice was by no means universal, many of the Battle Brothers began to deface any semblance of Imperial heraldry and insignia from their armour and wargear, scouring it to bare metal or daubing it in reds and crimsons in representation of their blood oath of vengeance, until only the symbols of the Tyrant remained. Inquisitorial agents infiltrating the Badab Sector at this time report that conditions on its principal worlds grew ever harsher, famine and want were commonplace, and despair's shadow fell over all. Whereas before the population of the Badab Sector had been controlled with inflexible and savage discipline but were still viewed as a war resource to be maintained and managed, now the Astral Claws' wrath grew ever more arbitrary and brutal as their increasing paranoia and the murderous rages to which Lugft Huron was becoming prone took their toll on those unfortunates caught within the Tyrant's domains. On Badab Primaris, for non-Astartes to dare to look directly upon the face of one of the Astral Claws was now punishable by blinding, and after an assassin tried to take the life of Huron within his own command chamber (the assailant being slain by the Tyrant himself), non-Space Marines were banned entirely from the precincts of the Palace of Thorns on pain of death, and thousands of civilians were killed in groundless reprisals by the Astral Claws Retaliators. As to the mind set of the Astral Claws themselves, most it seems had succumbed to a siege mentality, they expected death as now inevitable, but were spurred on by a bleak desire for vengeance against those they believed had wronged them, spite and rage consuming what little remained of their honour.

Astral Claws Siege Dreadnought, Tyrant's Legion markings, The Fall of Badab

SALAMANDERS VANGUARD VETERAN



1: Void Hardened Power Armour

All suits and models of Space Marine power armour in general service are proofed against adverse atmospheric conditions and designed to function as void suits in their own right, as well as augmenting their wearer and shielding their bodies from harm in battle. However, where protracted void-fighting is expected, or local void conditions are particularly hazardous (such as in high-rad drift zones, solar corona shadows and micro-meteoric storms) it has been the practice since the Great Crusade to increase the capacity of Astartes armour to withstand these hazards. This is known as void hardening, and often incorporates such features as extended air supply canisters rigged to the armour, enhanced coolant systems, ablative fracture plates and attitudinal correction units. Dependant on tradition and available resources, such modifications can either be obvious and somewhat bulky, or as in the case of Veteran Brother Hal'sar's power armour, nearly seamlessly integrated into his mark VII 'Aquila' armour as befits the artisanship for which the Salamanders Chapter is famed. In this case in particular, the extensive additional heat dispersal system the armour has been enhanced with has been stylised into the form of the armorial draconic and serpent forms adorning his armour, which glows a livid red when operating at high capacity.

2: Chainsword

Since time immemorial the most commonly chosen close combat weapon of Space Marine assault units is the chainsword. A heavy, weighted sword whose blade-housing holds an array of whirring mechanised cutting teeth, chainswords offer a high degree of flexibility and may be used for parrying and disarming a foe as well as dealing killing blows. Hal'sar's personal weapon shown here is a MK XI 'Hell's Teeth' type chainsword, a common design employed by Codex Chapters, but as is the practise among the Salamanders it has been extensively customised and modified by Hal'sar himself. In particular, the usual carborundum-alloy teeth have been replaced by molecularly aligned and shaped obsidian shards harvested from the fire-fields of Nocturne, which while less hard-wearing than the common alloy, offer a cutting edge of extraordinary quality.

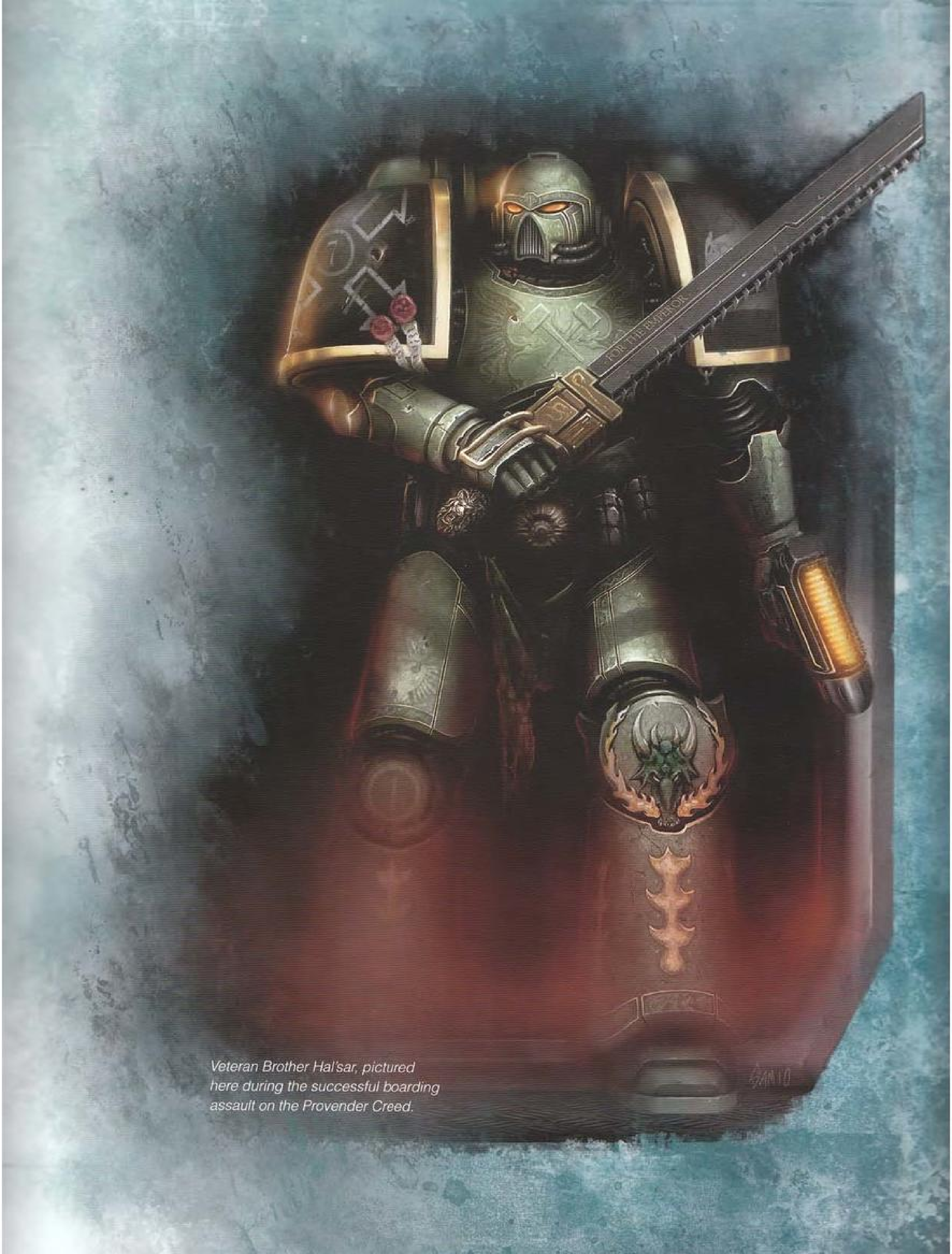
3: Plasma Pistol

One of the most powerful compact hand weapons available to the armed forces of the Imperium, plasma pistols incorporate rare and temperamental ancestor-technologies little understood by many in the current age. Hal'sar's weapon is one of the rarer MK V 'Wrathfire' patterns, more compact than the more commonplace 'Sunfury' and 'Ultra' types. It uses a mono-core design to force-compress and superheat a composite hydrogen compound fuel source into plasma which is ejected at high velocity against its target as a thermo-explosive bolt. These weapons run the risk of catastrophic self-immolation through repeated use, and as shown here by the upper radiating coil's shedding of excess heat, has been recently fired.

4: Salamanders Chapter Insignia

Veteran Brother Hal'sar's armour displays numerous insignia, some of which such as the icon of his Chapter and the arrow-cross denotes that he is part of an assault unit. Others however are not so easily defined by those outside of the Salamanders, as the intricate pattering of serpents and draconic forms, as well as symbols of fire and the forge tell their own detailed and intricate sagas of Hal'sar's career, victories and trials. Notably on Hal'sar's poleyn is clearly depicted the icon of the Firedrakes, who both compose the Veteran 1st Company of the Salamanders of which Hal'sar is part and the keepers of the inner mysteries of the Chapter's Promethean Cult.

Veteran Brother Lamon Hal'sar was one of the most highly honoured Salamanders Battle Brothers of the Badab War. This warrior had previously been under assignment as an instructor of recruits on Nocturne while recuperating from injuries sustained in the field. Hal'sar is depicted here leading the counter assault against the Secessionist-backed privateer Provender Creed after it attacked the High Conveyer Cacaxtla on which he and his brethren were stationed. Hal'sar garnered further honour as part of the Salamanders task force deployed to take part in the so-called 'Angstrom Incident' and in the Star Fort attacks during the final siege of Badab.


FOR THE EMPEROR

Veteran Brother Hal'sar, pictured here during the successful boarding assault on the Provender Creed.

The Invasion of Pireaus

3 705 911.M41

Having waited as long as he thought strategically advantageous to gather forces for a heavy assault, Lord Commander Culln put into action his plans for the invasion and conquest of the Pireaus system on the edge of the Badab Sector. Loyalist strategic command had identified the Pireaus system as key to the subsequent attack on the central Badab system itself thanks to the relatively stable Warp route between the two regions. Pireaus would be an ideal staging post for an invasion as it already possessed extensive lunar orbital stations and minor shipyards centred around the gas giant Kritias. These facilities if seized intact would both weaken the Secessionists further and be of invaluable assistance to the Loyalists as a forward base. A plan long in the fruition, Culln had already set up a series of secondary fronts at Isin and Decaballus, where raids and hit and run actions by his own Red Scorpions Chapter along with the Minotaurs and Exorcists had destabilised much of the region and forced the Tyrant's armies to spread their outer defences thinly.

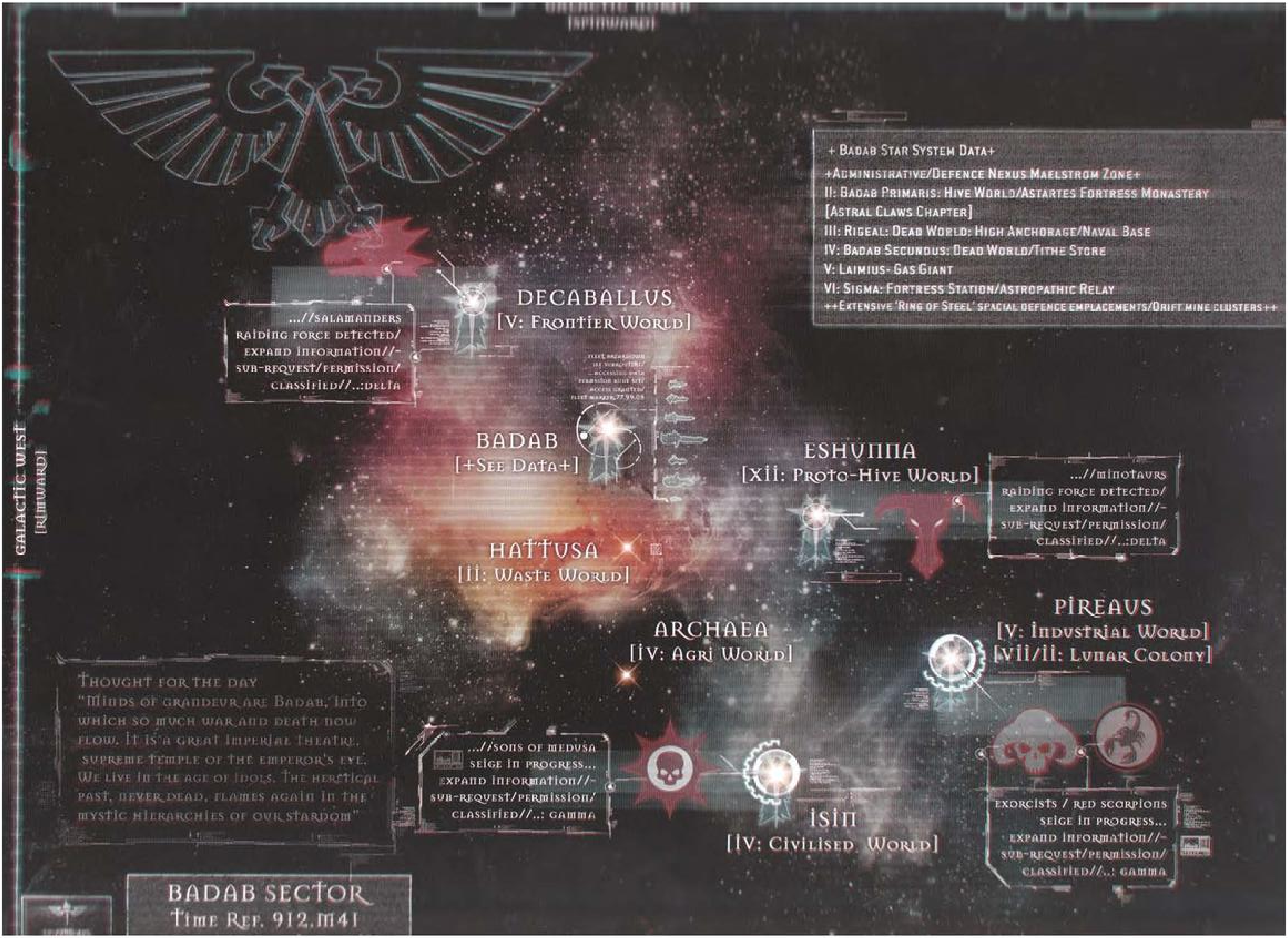
The initial attack plan against Pireaus called for a Navy assault to interdict the industrial world of Pireaus V (also known locally as Yarrow Station), with a direct Space Marine assault against the lunar colonies on the second moon of the Pireaus' dominant gas giant Kritias. This attack was to be conducted by the combined forces of the Exorcists and the Red Scorpions Chapters, their strike force amounting to an effective strength of six Space Marine companies. The majority of the Space Marine contingent was made up of fresh reinforcements of the Exorcists Chapter who Lord Commander Culln had kept in reserve for this closing stage of the war, although overall tactical command of the assault was taken up by Lord Commander Culln himself.

From the start, the invasion of the Pireaus system was subject to reversal and unexpected calamity, this first reared its head when one of the Imperial Navy cruisers attached to the task force, the *Spear of Mezoa*, suffered a catastrophic Geller Field failure as the invasion fleet left the Larsa system to make the Warp transit to Pireaus, hurling all onboard screaming to their doom in the Empyrean. Further unexpected turbulence in the usually stable Warp route further disrupted the ill-fated fleet, damaging and scattering several ships and forcing the remainder to arrive piecemeal into Realspace at the target system's edge, further out than had been planned and scattered over a period of many hours thanks to time distortion effects. Far from their chosen attack vector to the system, the Loyalist ships were forced to reassemble and operate at maximum thruster burn for a number of days to reach the inner worlds of Pireaus, after which time all element of surprise had been lost.

With little choice but to press the attack, the Loyalist fleet reassembled itself and made best speed to engage. This fleet included some two battle barges and four strike cruisers, alongside a single battleship and six cruisers of the Imperial Navy along with several squadrons of minesweepers and escorts as well as flotillas of planetary assault craft ferrying Imperial Guard and Inquisitorial forces (the latter forming a rear echelon intended to consolidate and exploit a successful Astartes attack). Initial enemy resistance in space as expected proved insufficient to slow the attacking column down, sporadically encountered minefields were breached or bypassed without loss, and long range auguries detected only a dozen defence monitor ships and a score of locally produced destroyers (copies of the inferior Pugius class). This defence armada would have been enough to stand off a sizable raiding force, particularly in combination with the chain of orbital weapons platforms which formed a second line around Pireaus V, but against the force Lord Commander Culln had assembled, they stood little chance of long delaying, let alone preventing, the Loyalist assault.

Despite unexpectedly heavy long range torpedo bombardment which the Loyalist fleet was forced to endure for several hours thanks to the enforced distance of their attack run, they reached their mission break point intact and split to engage their separate targets without incident. The bulk of the Imperial Naval ships led by the Retribution Class Battleship *Throne of Blood* broke off to engage the defence fleet and bombard Pireaus V, while the Space Marines strike force diverted to assault the moon of Kritias Secundus. The fighting above Pireaus V proved particularly fierce, as the defence ships flung themselves almost suicidally against the attackers, scoring several hits against the oncoming cruisers before being wiped out. *"They fought as if the Tyrant's Claw was at their necks, and they feared him far more than mere death at the muzzles of our guns,"* as Vice-Admiral Kagawa commanding the *Throne of Blood* was later to observe. The Imperial Navy ships however were prevented from achieving their secondary objective of close bombardment of Pireaus V as ground fire from massive emplacements of macro-cannon and defence laser batteries on the surface, unpredicted in strength and ferocity, forced the Naval ships back. Their fury crippling the Tyrant Class cruiser *Gauntlet of Ages* when it strayed too close. Elsewhere, in orbit of Kritias Secundus, despite strong resistance greater success was found by the Loyalists, and between them the combined might of the Red Scorpions' *Sword of Ordon* and the Exorcists' *Redeemer* smashed aside the moon's asteroid forts in short order. Landing zones in the vicinity of the lunar colonies' main citadels and generatora stations were quickly identified and subjected to preliminary bombardment before a full-scale Planetstrike was initiated via Thunderhawk and drop pod assault. The Space Marines' task was to strike hard and with speed to take the lunar colonies and their strategically valuable facilities intact. On landing, the Red Scorpions and Exorcists were immediately met head on by the Tyrant's Legion in a strong counter-offensive, their enemy's numbers increased several fold by indentured workers in crude breather masks to protect them from Kritias' poisonous air, driven on by the use of explosive-collars and armed with little more

BADAB SECTOR
Time Ref. 912.M41


GALACTIC WEST
[RIMWARD]
DECABALLUS
[V: Frontier World]
BADAB
[+See Data+]
HATTUSA
[ii: Waste World]
ESHUNNA
[Xii: Proto-Hive World]
ARCHAEA
[iV: Agri World]
PIREAUS
[V: Industrial World]
[VII/II: Lunar Colony]
ISIN
[IV: Civilised World]
...//salamanders
raiding force detected/
expand information//-
sub-request/permission/
classified//..:delta
...//minotaurs
raiding force detected/
expand information//-
sub-request/permission/
classified//..:delta
...//sons of medusa
seige in progress...
expand information//-
sub-request/permission/
classified//..: gamma
exorcists / red scorpions
seige in progress...
expand information//-
sub-request/permission/
classified//..: gamma

+ Badab Star System Data+

+Administrative/Defence Nexus Maelstrom Zone+

II: Badab Primaris: Hive World/Astartes Fortress Monastery [Astral Claws Chapter]

III: Rigeal: Dead World: High Anchorage/Naval Base

IV: Badab Secundus: Dead World/Tithe Store

V: Laimius- Gas Giant

VI: Sigma: Fortress Station/Astropathic Relay

++Extensive 'Ring of Steel' spacial defence emplacements/Drift mine clusters++

Thought for the day

"Minds of grandeur are Badab, into which so much war and death now flow. It is a great Imperial theatre, supreme temple of the Emperor's eye. We live in the age of idols. The heretical past, never dead, flames again in the mystic hierarchies of our stardom"

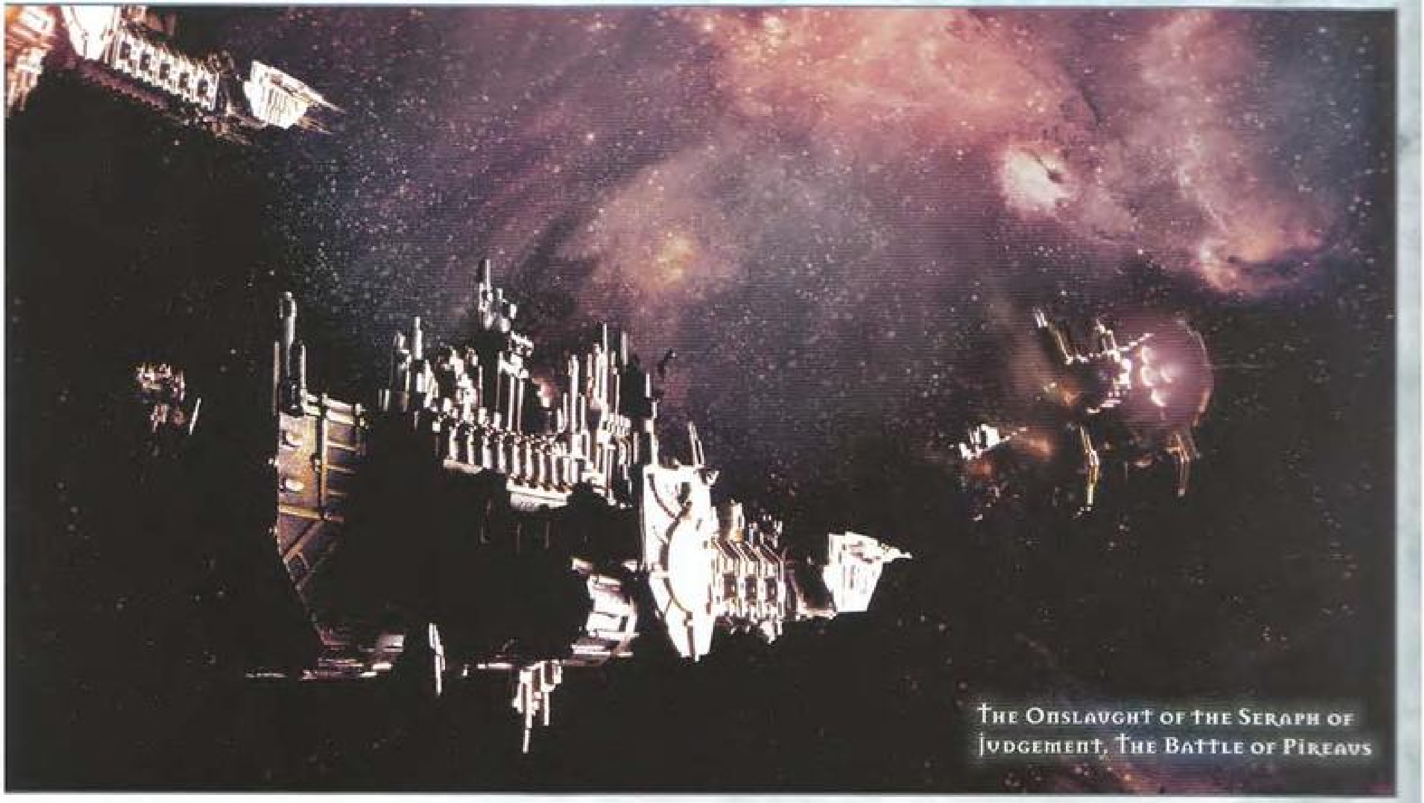
The Tyrant's Legion Auxilia and their slave-worker allies were killed in droves by the assaulting Space Marines in hectic close quarter fighting, but their numbers alone slowed the attackers down and prevented them from fanning out to their individual targets as planned. It was at this point, with the bulk of the Red Scorpions and Exorcists engaged but effectively bottled into their landing zones, that the Astral Claws' trap was sprung.

Previously silent and long concealed ground batteries fired from the depths of the alien forests that covered the moon, striking down Thunderhawks and landing craft and ripping into the Space Marine ships in close orbit above, their vessels' bellies exposed as they descended to deploy their deadly cargo. The *Sword of Ordon* barely made it into space and escaped the brunt of the barrage, spewing flame and trailing debris from her shattered launch bays, while the Exorcists' strike cruiser *Aleph Argentium*, having moments before deployed its last forces, was caught in a crossfire of converging plasma streams and exploded showering burning wreckage down onto the planet, setting ablaze hundreds of square kilometres of the tangled vegetation below. From within the moon's citadels cannons and mortars thundered afresh, pelting the Loyalist Space Marines with missile and shell, indiscriminately targeting the battles where their own forces were engaged at close quarters with the Loyalists. This was only a heralding barrage however, and from bunkers concealed beneath the tiered, disk-stacked towers, scores of Land Raider tanks and Rhino transports bearing the insignia of the star-clutching black claw roared forth; the Astral Claws in near-Chapter strength and with their master, Lugft Huron at their head. Lord Commander Carab Culln and those that stood with him were caught between the fire above and the Tyrant below.

The Tyrant, it seems, had long ago divined the importance of the Pireaus system as a keystone in the Badab Sector's defence and drew his own plans accordingly. Likewise through spies and auguries of his own, he had been able to anticipate the Loyalists' plan of attack. Whether his decision to lead the counter-attack personally was a stroke of brilliance or folly can be argued in either case, but for all his overweening pride and black-hearted heresy, Lugft Huron was no coward and a brilliant commander in the field, whose presence, in and of itself, provided the Secessionist force on Kritias Secundus with a great asset in battle. The presence of a concentration of Astral Claws on Kritias, and the secret upgrading and cunning deployment of its defences had not been the whole of the Tyrant's strategy either, and within an hour of the hidden guns on Kritias Secundus opening fire and cutting off the Loyalist spearhead from its supporting ships, the Tyrant's own war fleet ripped into Realspace at the edge of the inner Pireaus system. What was to follow was to be one of the largest and the last major fleet engagement of the Badab War.

The Secessionist armada represented the last excise of their once vaunted naval power. Its flagship was the final remaining operable battle barge in the Astral Claws fleet, the mighty and storied *Seraph of Judgment*, clustered around which were eight line class vessels. These were the last remnants of the Secessionist Chapter and Maelstrom Squadron fleets, including two strike cruisers, the relic Cardinal class heavy cruiser *Thoth's Hound* and the Gothic class cruiser *Dreadchild* captured from the Karthan forces seven years before. Alongside this main force were over sixty other vessels; a ramshackle conglomeration of Chapter escorts, patrol frigates, raider craft of unknown provenance and hastily converted armed transports, at least a dozen of which proved to be fire ships; suicide weapons packed with volatile cargo and primitive atomic explosives, and driven before the main fleet. Vice-Admiral Kagawa, assaying the suddenly shifted tactical situation realised that if the Tyrant's fleet could take on the two Loyalist forces (both of which had already sustained damage and expended considerable stocks of their ordnance) separately, they might yet attain a crushing victory. But if matched against both simultaneously, the Loyalists would be far more evenly matched against them. He immediately ordered his fleet to maximum velocity and moved away from the oncoming enemy ships, and via coded channels sent a request setting out his assessment of the upcoming battle to the Space Marine forces near Kritias Secundus – attempting to demand their compliance he realised would be fruitless, and so he appealed to their greatest chance of victory. With communications with the ongoing ground war impossible, it was with a heavy heart that Captain Waite Ryder, the Exorcists' Master of the Fleet reluctantly agreed with the Vice Admiral's dire assessment of the situation and complied with his plan of feigned retrea and rendezvous. The Space Marine ships withdrew at full power, sling-shotting themselves round the gas giant of Kritias using its gravitational mass to boost their velocity.

With their enemies seemingly in full-flight before them the Secessionist fleet ravaged into the inner system at full speed, their ships' differing thrust-forces and the general indiscipline of their captains soon rendering their formation ragged and drawn-out as the slower vessels fell behind and faster raider ships ran ahead. These front runners started striking at targets of opportunity such as the ungainly Loyalist rear echelon transports. These now despite fleeing at their best speeds, became easy prey to the hunters, thousands of the embarked troops aboard dying without ever knowing the cause of their demise. The badly damaged Loyalist *Gauntlet of Ages*, her captain realising that her ship could not keep up with its comrades, turned instead to a glorious and fatal last charge into the teeth of the oncoming enemy, deliberately seeking out and engaging the Secessionist fire ships before they could wreak havoc on the Loyalist main force. Weathering broadside after broadside and engulfed twice by the seething nuclear fire of immolating ships, the *Gauntlet of Ages* still staggered on into the fray, her few remaining batteries keeping up sporadic fire until the *Seraph of Judgement* closed in and crushed her valiant heart.



THE ONSLAUGHT OF THE SERAPH OF JUDGEMENT, THE BATTLE OF PIREAUS

Below on Kritias Secundus, savage fighting raged on as two forces of humanity's greatest warriors clashed without mercy. Now outnumbered by an enemy who might was heir match, it was the Loyalists who were pushed back nto ever narrowing defensive circles amid the stacked habitation towers and tangled alien forests. With little clear line of sight between the combatants, mass bloody hand-to-hand confrontations and indiscriminate fire at a half-seen foe were the way of the battle. The Astral Claws came on in savage and bitter fury, heedless of heir 'merely human' foot soldiers caught between them and the object of their vengeance. The Red Scorpions met them with righteous hatred of their own, while the Exorcists displayed their usual unnerving calm in the face of overwhelming force. As in a battle from ancient myth, hese gods of destruction clashed, and at their fore were he two masters of the war. Lord Commander Carab Culln of the Red Scorpions, stood as an unyielding rock amid he storm of battle on which the enemy broke, and at his side was Sevrin Loth, Chief Librarian of the Chapter, his armour glimmering with baleful light as he rent the foe asunder with murderous blasts of psychic force. Lugft Huron, Tyrant of Badab and master of the Astral Claws, struck the Exorcists line like a thunderbolt, smashing aside Space Marines as if they were pieces on a gaming board, burning and hacking his way through the crimson armoured Exorcists with wild, almost insane, abandon. The Tyrant's blood-spattered personal guard poured into he breach behind him, forming a murderous wedge as he Tyrant strove to reach his true and chosen enemy; Carab Culln. Silas Alberec, Captain and commander of the Exorcist forces knew that if he were not stopped, he Tyrant alone might turn the course of the battle and so opposed him, leading a counter-assaulting force of his Chapter's elite Enochian Guard to confront Lugft Huron head on, intercepting the Tyrant's force at the foot of the looming habitation stack the Red Scorpions were using to anchor their defence. There, rather than being matched against the Tyrant, Silas Alberec found himself in a duel with Ancient Kleitor, one of the most feared and infamous of the Astral Claws' Dreadnought brethren, and suffered terrible wounds which crushed and crippled his Terminator armour before disabling the Dreadnought's motive systems with his relic-mace, felling the great beast of Adamantine and Ceramite.

As the battle raged on at the foot of the many-tiered tower stack in a whirlwind confusion of blood and metal, the two masters of war at last found each other, and Carab Culln and Lugft Huron matched their skills in personal combat. This was no organised and formal duel as might be told of in chronicles and legends, but a savage free-for all amid a mass combat, with a press of armoured bodies about them and the air riven with bolt shell and plasma blast. The Tyrant came on in fury, bellowing his hatred and cursing the Golden Throne bitterly, while Culln fought in grim silence, every ounce of his formidable skill needed to wield his relic blade to counter the frenzy of blows rained on him by the Tyrant's ghostly claw. Only this ancient heirloom of his Chapter, the Blade of the Scorpion, seemed proof against his enemy's blows, and within moments of Lugft Huron's onslaught, Carab Culln had seen his storm bolter shredded like paper, his Iron Halo flicker and fail and his Terminator armour gouged and slashed in a dozen places. The wounds caused by the eerie lighting claw the Tyrant used were flowing freely with blood in defiance of Culln's Astartes-augmented metabolism. Finally, parting from the exchange of blows, did Carab Culln answer the Tyrant's taunts with accusations of his own, bellowing that Huron was a *"...traitor and a cur, a cruel and petty false-king, no*

Planetary Datafax: Kritias Secundus

Class: Type-IV semi-inhabitable moon, Satellite of Gas Giant Kritias (Pireaus VI), mass .6 T, (Rotation 22.3 standard hours), 0.87G.

Designation: Industrialised Colony

Population: Currently unknown
[Formerly estimeare: 37 million]

Tithe Grade: N/A, Formally Exactus Tertius

Climate/Geography/Biosphere: Atmosphere –native atmosphere is poor in oxygen and rich in carbon monoxide, meaning that human life cannot exist without artificial aids. However presence of subsurface water table makes habitation viable with sufficient infrastructure. Extensive native non-Terran pseudo plant-life present, particularly in fast-growing, highly invasive coral like tree structures which cover most of planet's surface in 'forests'. Indigenous flora can be made edible with treatment, providing abundant foodstuffs.

Governmental Type: Formerly Oratory of Guilds, now subject to Secessionist appointed governor-general.

Planetary Governor: Unknown.

Adept Presence: None; extinguished under Secessionist control. Formerly minor, including Adeptus Mechanicus Tech-Chantry House. Imperial Navy tertiary ship yard provender and garrison company (Maelstrom Squadron detachment).

Military: Formerly the planet maintained a small void-capable planetary defence force, latterly a Tyrant's Legion garrison, extent unknown.

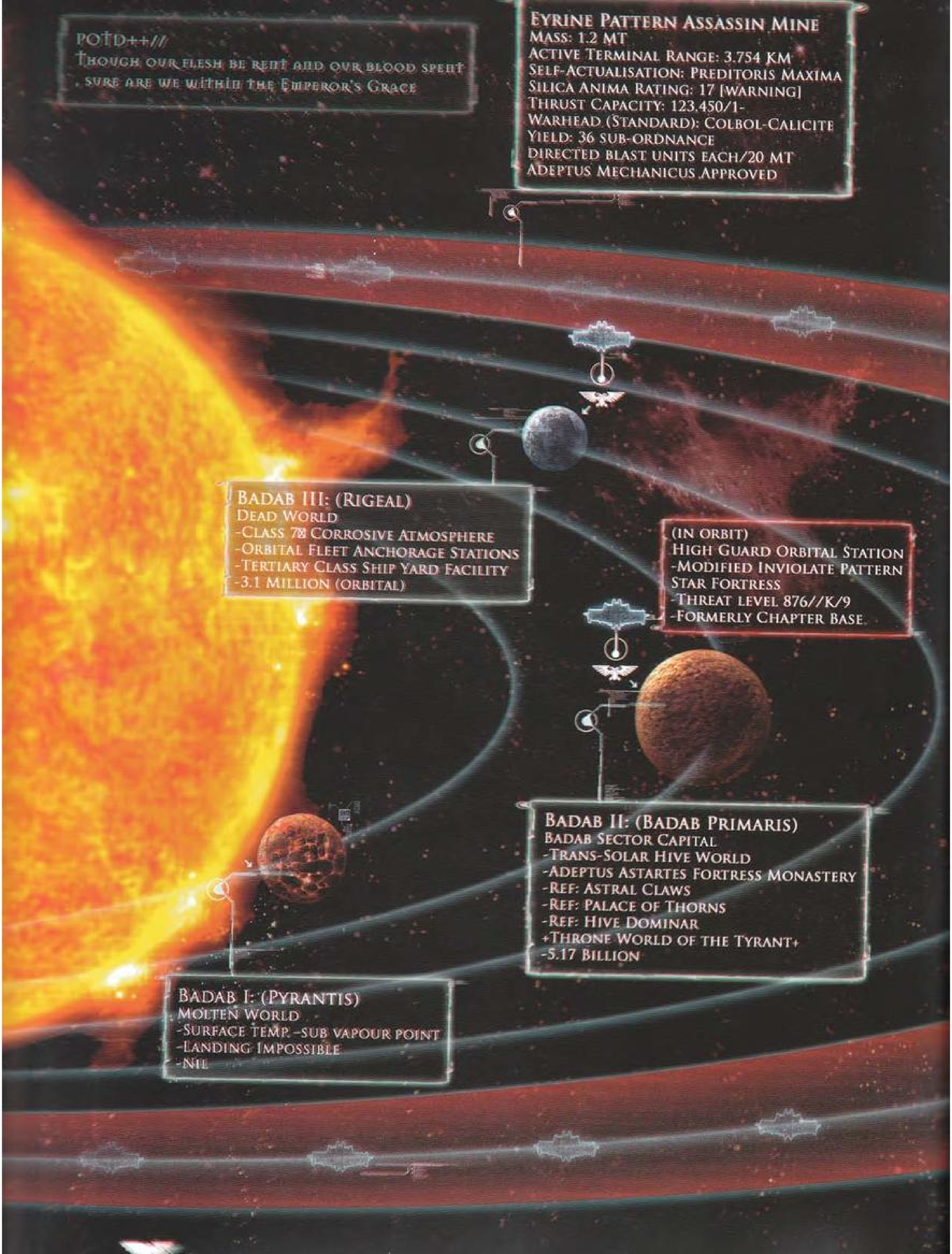
Trade/Economy: Human colonial habitation on Kritias Secundus has been in operation since at least M.34, and may in fact predate the colonisation of the more readily inhabitable Pireaus V. Extant reasons for this are the moon's use as a base for sustained gas mining efforts of its principal sphere, and numerous exotic trace elements found in surface strata of the planetoid itself. Since the advent of the Maelstrom Warders' control of the region, existing orbital construction and shipyard facilities (small scale but of ancient provenance) were co-opted from native control and turned over to the use of the Maelstrom Squadron as a secondary replenishment and supply base.

better than a pawn of Chaos" who had *"...brought to ruin all the Astral Claws had striven and bled for these ages past for corrupt vanity and pride!"* The Tyrant of Badab, further maddened and howling inarticulately with rage, charged again at the Red Scorpion, who expecting the frenzied attack, deftly turned aside allowing the Tyrant's momentum to take his Terminator-armoured bulk past. Lashing out with the Blade of the Scorpion, he slashed deeply into the Tyrant's side, parting his foe's armour in a welter of blood. Such a blow should have felled even the mightiest Space Marine, but it did not slay the Tyrant of Badab. Lugft Huron wheeled around, his claw arcing down, the ghostly blades punching effortlessly through Carab Culln's breastplate and spearing into his chest, piercing flesh and bone alike. With monumental effort of will Carab Culln fought through his agony and hurled himself backwards onto the bloody ground before the Tyrant could close his clawed fingers and rip out the Red Scorpion's heart. Snarling in pain Culln slid down a slope of rubble and armoured bodies before the looming Tyrant whose bitter laughter echoed above him. Direly wounded, Culln staggered once more to his feet as the battle thundered on, and a new sun burned in the heavens, raining destruction down on all below.

In the cold darkness of the void above Kritias, battle was once again joined between the now concentrated warships of the Imperium and the claw-marked renegades of Badab. The Secessionists both outnumbered the Loyalists and outgunned them, but the Loyalists, even though many of their vessels were damaged, had the greater number of heavy warships in their line of battle, and were far the greater in quality of skilled and disciplined crew. The rebel fleet came on in a chaotic and ragged attack column, and this was to prove their undoing as the combined Imperial Navy and Space Marine warships formed into tight formation and crossed laterally in an oblique pass on the enemy column, maximising their broadsides while the Secessionists could not fully bring theirs to bear. In their chaotic counter-attack several of the Secessionists' own outlaying escorts were caught in the line of fire from the cruisers at the centre of the column and were destroyed. Both sides took heavy damage in this first close pass, but the Secessionists had the worse of it, with the ill-fated *Dreadchild* spinning out of control from the renegade attack column, fires burning within her from stem to stern. The courses of the two fleets carried them on sweeping away from each other, and so thrusters flaring, they both strained to come about, tightened into concentric turns and came again to engage head on, weapons blazing, neither side holding back and each fleet willing to meet victory or defeat in a single, tumultuous clash of the line. The void between them was split by gouts of fire and bright lances of energy as the two sides hurled all their spite at each other, fighter craft tumbling and dying as starships exploded around them in storms of radiation and shrapnel. The strike cruiser *God Slayer* rammed the *Thoth's Hound* and broke her back, cleaving the relic-ship in two, while lance strikes bit deep into the *Sword of Ordon* disabling her main guns. The *Throne of Blood,* her steering shattered and spewing fire from scores of craters and wounds on her flanks, confronted the *Seraph of Judgement* on a collision course at point blank range. The venerable battle barge frantically manoeuvred to bring her bombardment cannon to bear, but the *Throne of Blood* unleashed a full salvo of melta-headed torpedoes at the last possible moment, their machine-spirits all locked onto the pulsing reactors deep with the battle barge's hull. In an instant all became flooded with impossibly bright, burning white light, and when at last it had faded, a war machine that had survived a thousand battles and millennia of war was nothing but a smouldering corona of ash and radiation-fogged haze, and the *Throne of Blood* tumbled on, its vast armoured prow replaced with a scorched and blackened stump. The star battle was won for the Loyalists with the death of the *Seraph of Judgement* but at great cost, and there remained a great deal of bloody fighting to do as the surviving enemy ships were put to flight or captured in a series of brutal boarding assaults. Before this tangled conflict could be resolved, a single ship broke free, its engines blazing far-past their maximum Adeptus Mechanicus-proscribed capacity; it was the *Redeemer* and it was heading directly for Kritias Secundus.

Bargaining that the planetary defences would be half-blinded by the battle above them, Captain Ryder gambled all on a dangerous plan to extract the forces stranded below. Of all the Loyalist warships by a combination of good fortune and the skill of her master and crew, the *Redeemer* was among the least scathed, and its bays had been filled with surviving Thunderhawks from across the fleet for the emergency operation. The vast battle barge sliced into Kritias Secundus' thin atmosphere at perilous speed, trusting to its void shields and blessed hull to keep it from breaking up under the battering force of re-entry. As predicated, the ground batteries, which had previously proven deadly against close range and slow moving targets, could not now quickly respond and panicked when faced with this comet from the heavens, the fire blazing around her shields making the *Redeemer* appear as a terrible blazing sun in the sky. Although all communications to the surface had been jammed, Librarian Taloth of the Exorcists had locked in on the bright soul of Sevrin Loth and the familiar spark of his wounded master Alberec, and so the *Redeemer* made for its target. As it rode appallingly low in the skies, its armoured belly shearing off the tops of tower-stacks as it passed, a pressure wave ran before it like a tsunami and smashed the alien forest flat, toppling buildings and armoured Space Marine alike before its fury. At this unexpected arrival, the Astral Claws were hurled back amid a storm of dust and debris, and below its sky-blotting bulk, the battlefield where Culln and the Tyrant fought was showered in rubble and flame, parting them before their combat could reach a final conclusion in either's favour. Immediately extraction operations got under way before the enemy could rally to the defence as the *Redeemer*'s guns, designed for the epic battles of fleet combat, spoke like the voice of an apocalypse, rending the ground asunder and pulverising the towers of nearby citadels. In a fraught operation lasting nearly two hours almost three in five of the Loyalist Space Marines that had made planet fall were recovered, although most of them were either casualties or bore some fresh wound or scar to mark the furious combat they had seen. Not least of the wounded was Lord Commander Culln, who was taken up in the care of his Chapter Apothecaries. The *Redeemer*, its tortured hull and over-taxed engines protesting under the strain, seals and bulkheads rupturing up and down her superstructure, made exit from the moon's atmosphere, ground fire tracing vengeful streaks behind her, void shields holding just long enough for the mighty ship to break orbit.

The invasion of Pireaus was over; both sides claimed a victory and both sides tasted defeat. For the Secessionists, the Loyalist invaders had been driven off and not one iota of ground had been surrendered to them, but in doing so they had gambled the last of their once mighty fleet and lost it, and with it any hope of maintaining dominion outside of the Badab system itself. Fatalities on both sides had been appallingly high, and Lord Commander Culln had seen his attacking force blunted and many of his most powerful ships of the line damaged to the extent that might take years to repair. For a brief time some hoped that the Tyrant himself had been slain in the anarchy of the extraction, but Culln did not believe it, and he was quickly proved right. The Badab War had arguably been won at Pireaus by the Loyalists, but there was one last battle to fight, and that was likely to be the most terrible of all; the final Siege of Badab. The whole system was a heavily fortified death-trap the likes of which few had ever encountered, but the Tyrant could not be left alone in his place of power to fester. If the invasion of Pireaus had a lesson to be learned, it was that the Tyrant should never be underestimated, and nothing was more dangerous than a cornered beast.



POTD++///
Though our flesh be rent and our blood spent
. sure are we within the Emperor's Grace

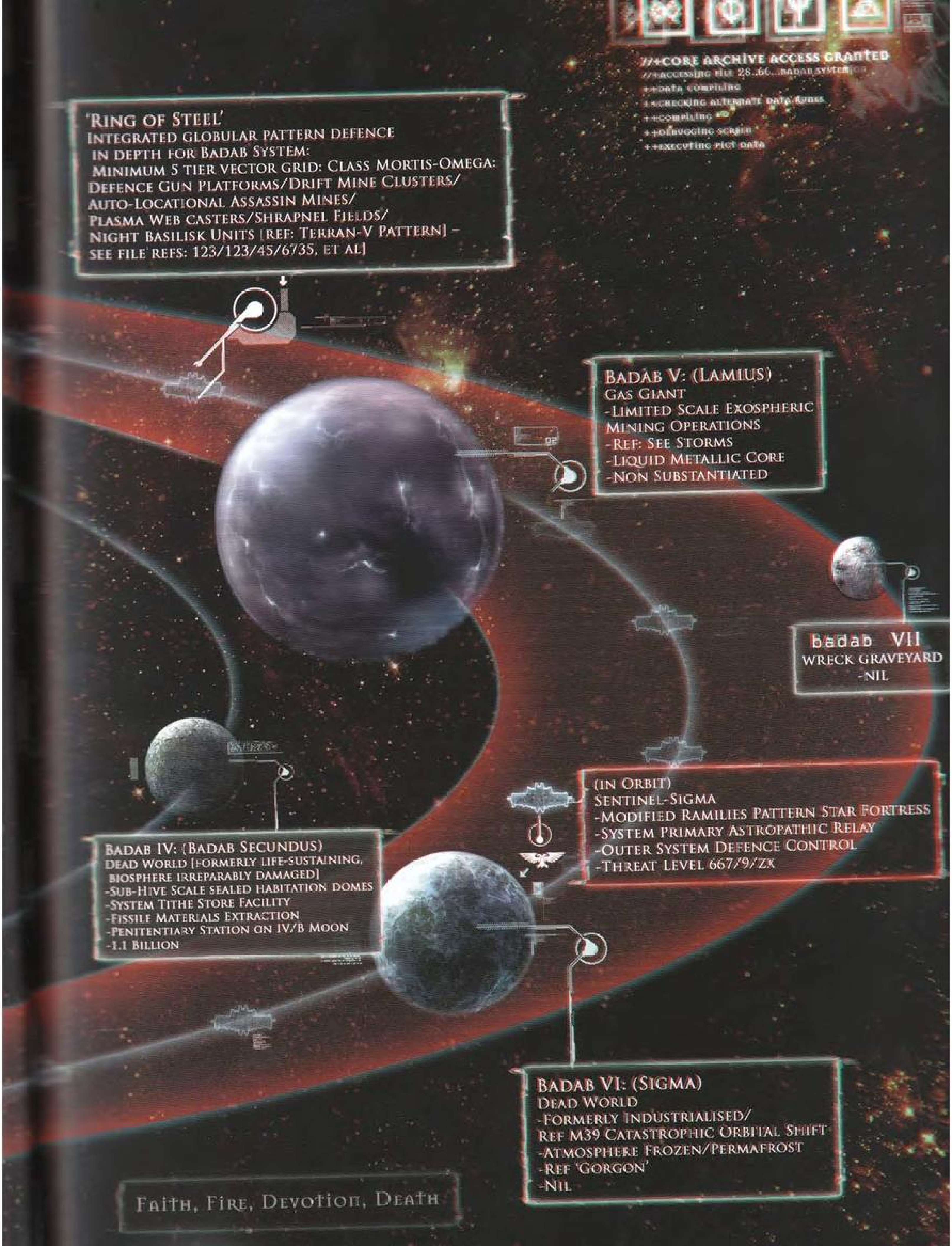
EYRINE PATTERN ASSASSIN MINE
MASS: 1.2 MT
ACTIVE TERMINAL RANGE: 3.754 KM
SELF-ACTUALISATION: PREDITORIS MAXIMA
SILICA ANIMA RATING: 17 [WARNING]
THRUST CAPACITY: 123.450/1-
WARHEAD (STANDARD): COLBOL-CALICITE
YIELD: 36 SUB-ORDNANCE
DIRECTED BLAST UNITS EACH/20 MT
ADEPTUS MECHANICUS APPROVED

BADAB III: (RIGEAL)
DEAD WORLD
-CLASS 7B CORROSIVE ATMOSPHERE
-ORBITAL FLEET ANCHORAGE STATIONS
-TERTIARY CLASS SHIP YARD FACILITY
-3.1 MILLION (ORBITAL)

(IN ORBIT)
HIGH GUARD ORBITAL STATION
-MODIFIED INVIOLATE PATTERN
STAR FORTRESS
-THREAT LEVEL 876//K/9
-FORMERLY CHAPTER BASE.

BADAB II: (BADAB PRIMARIS)
BADAB SECTOR CAPITAL
-TRANS-SOLAR HIVE WORLD
-ADEPTUS ASTARTES FORTRESS MONASTERY
-REF: ASTRAL CLAWS
-REF: PALACE OF THORNS
-REF: HIVE DOMINAR
+THRONE WORLD OF THE TYRANT+
-5.17 BILLION

BADAB I: (PYRANTIS)
MOLTEN WORLD
-SURFACE TEMP. -SUB VAPOUR POINT
-LANDING IMPOSSIBLE
-NIL



//+CORE ARCHIVE ACCESS GRANTED
//+ACCESSING FILE 28..66...BADAB SYSTEM
++DATA COMPILING
++CHECKING ALTERNATE DATA RUNES
++COMPILING
++DEBUGGING SCREEN
++EXECUTING PICT DATA

'RING OF STEEL'
INTEGRATED GLOBULAR PATTERN DEFENCE
IN DEPTH FOR BADAB SYSTEM:
MINIMUM 5 TIER VECTOR GRID: CLASS MORTIS-OMEGA:
DEFENCE GUN PLATFORMS/DRIFT MINE CLUSTERS/
AUTO-LOCATIONAL ASSASSIN MINES/
PLASMA WEB CASTERS/SHRAPNEL FIELDS/
NIGHT BASILISK UNITS [REF: TERRAN-V PATTERN] –
SEE FILE REFS: 123/123/45/6735, ET AL]

BADAB V: (LAMIUS)
GAS GIANT
-LIMITED SCALE EXOSPHERIC
MINING OPERATIONS
-REF: SEE STORMS
-LIQUID METALLIC CORE
-NON SUBSTANTIATED

badab VII
WRECK GRAVEYARD
-NIL

(IN ORBIT)
SENTINEL-SIGMA
-MODIFIED RAMILIES PATTERN STAR FORTRESS
-SYSTEM PRIMARY ASTROPATHIC RELAY
-OUTER SYSTEM DEFENCE CONTROL
-THREAT LEVEL 667/9/ZX

BADAB IV: (BADAB SECUNDUS)
DEAD WORLD [FORMERLY LIFE-SUSTAINING,
BIOSPHERE IRREPARABLY DAMAGED]
-SUB-HIVE SCALE SEALED HABITATION DOMES
-SYSTEM TITHE STORE FACILITY
-FISSILE MATERIALS EXTRACTION
-PENITENTIARY STATION ON IV/B MOON
-1.1 BILLION

BADAB VI: (SIGMA)
DEAD WORLD
-FORMERLY INDUSTRIALISED/
REF M39 CATASTROPHIC ORBITAL SHIFT
-ATMOSPHERE FROZEN/PERMAFROST
-REF 'GORGON'
-NIL

Faith, Fire, Devotion, Death

CHAPTER SEVEN
THE FALL OF BADAB

The Silent War

03 519 912.M41

After the tumultuous events surrounding the failed invasion of the Pireaus system and the unknown status of the Executioners Chapter, the Badab War entered a new and uncertain era. The Badab Secessionists were unquestionably at their lowest ebb, but equally the Loyalist forces were in no position to immediately exploit their enemy's weakness and press the attack. This period of the conflict, which lasted from the aftermath of the invasion of Pireaus to the mid-divisions of 912.M41 became known as the 'Silent War' as it was composed of hundreds of small scale and petty engagements, cat-and-mouse duels between lone vessels and bloody but short-lived skirmishes across the region, many of which went all but unreported and unknown.

The Maelstrom Zone could not be considered pacified by any means despite the sundering of the Secessionist domains and it was only the presence of the Loyalist detachments of the Minotaurs and Sons of Medusa Chapters that kept the Imperial lines of supply viable. Moreover, it was only the thinly spread Imperial Guard and Inquisition forces attached to the Loyalist command that kept retaken worlds in the Pale Stars region from sliding into anarchy or succumbing to civil strife as those in the Galen system had. Information also soon came to light that the Tyrant's forces were now falling back to the Badab system itself, stripping defences from worlds such as Isin and Decabalus and abandoning them to their fates. While some interdiction was attempted against this, the Imperial forces simply didn't have the available manpower or ships in the area to prevent less than a handful of convoys and transports from conducting the retreat. Matters became further confused when it appeared that some forces of the Tyrant's Legion, and even some small splinter groups of Astral Claws had abandoned their master, turned fully renegade and made an attempt to flee into the Maelstrom Zone, while once again corsair and xenos sightings began to increase across the western and southern zone. From facing a single unified enemy, it seemed to the Loyalists that they were on the verge of being left with many fractured foes whose actions could not be readily predicted, potentially spread out over a vast area of dangerous wilderness space. If the strategic initiative was lost now or the victory was an incomplete one, some feared, and not without cause, that the conflict could spawn a spreading slow canker through the region that might take decades if not centuries to quell.

Astral Claws Counter Attack
Force, Kritias Secundus

The Pact of Angstrom

Prior relations between Loyalist forces and the notoriously independent Adeptus Mechanicus presence in Angstrom on the Maelstrom Zone's eastern border had been troubled at best. Although previously aloof from the conflict, which they had considered an *"internal matter"* between Space Marine Chapters which did not concern them, they had become belligerent to both sides after the notorious 'Angstrom Incident' of 908.M41 had provoked them to violence. A secondary full-scale conflict between Angstrom and the Loyalists had only been prevented from escalating by direct and terse negotiations between the Archmagos Lords of Angstrom and Legate-Inquisitor Frain. Further to this, a line of dialogue had remained open between the parties and secret negotiations had been undertaken well in advance of the grand war council held in 912.M41. What price or concessions were paid for Angstrom's aid have never been fully as of yet brought to light, and given that the Adeptus Mechanicus effectively form a 'mirror' Imperium of their own, the bargain's results may have had hidden ramifications far removed from the Maelstrom Zone. In any case invaluable aid to the Loyalists was indeed granted as the later siege of Badab would prove.

In light of this shifting and uncertain situation, the injured but still active Lord Commander Carab Culln convened a full council of war in 519912.M41 at the newly commissioned Imperial battle station complex in the Vyaniah system to determine a strategy and divine the future course of the war. Present were representatives of all the Loyalist Space Marine Chapters still involved in the conflict; Culln's own Red Scorpions, the Salamanders, Minotaurs, Exorcists, Carcharodons and Sons of Medusa. Despite reservations held by the others, the Fire Hawks' master, the now ailing Stibor Lazaerek, on whom some stain of blame and suspicion of dissent still persisted was also summoned as an equal. Inquisitorial Legate Jarndyce Frain, whose voice was that of the High Lords in the council, served as arbiter, and at Frain's personal invitation a deputation of the Archmagos of the forge world of Angstrom was also received, and now welcomed as allies to the Loyalist cause.

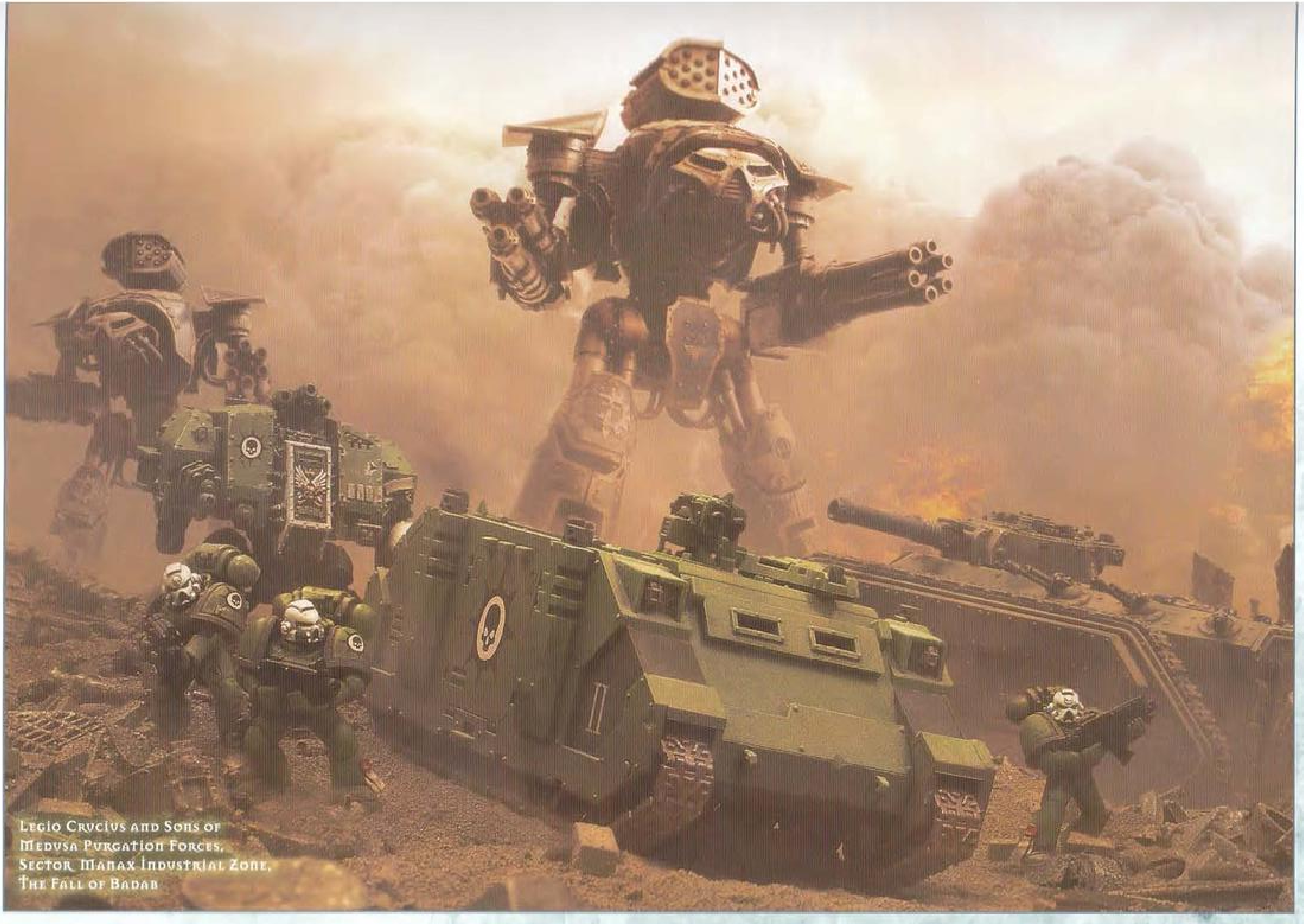
Along with fresh demands that the Tyrant be cut from his place of safety on Badab Primaris and brought to the Emperor's judgement with all despatch, Legate-Inquisitor Frain bought news to the council both good and ill. The first order of the council was the acceptance of the formal surrender and repentance of the scattered survivors of the Mantis Warriors Chapter, who had finally submitted themselves before the Legate's authority to avoid the utter destruction of their worlds. Less welcome news came when Frain further informed the assembled Space Marine commanders that hoped for reinforcements from the Imperial Guard Segmentum reserves and fresh warships from the Navy would not be forthcoming, wars and conflicts were everywhere, and matters pressing against the Tyranid threat and newly arising xenos powers to the galactic east claimed priority on all that might be gathered to the Loyalist cause on short notice. However, the Inquisitor's agents had at last tracked down fresh allies to whom the Badab conflict would have a far greater resonance than any other concern for reasons of their own; the darkly legended Star Phantoms Space Marine Chapter were on their way in full strength and would be with the Loyalists by the year's turning. Further aid was provided by the Adeptus Mechanicus of Angstrom who both granted a bounty of arms and munitions and also vowed to aid the Loyalist attack on Badab when the hour of battle came. Plans and deployments were quickly formulated and entered into, and warriors and warships were swiftly redeployed throughout the Maelstrom Zone. In accordance with the Loyalists' newly formed strategies, and with the hard lesson of Pireaus well learned, the ultimate goal of the investiture and siege of Badab would now be delayed until overwhelming forces were available. In the meantime an enhanced blockade and watch would be maintained there while the Maelstrom Zone was brought better under its heel.

The *Raptorous Rex*, the Fire Hawks' immense mobile fortress monastery was brought to the Pireaus system to form the lynchpin of the reinforced blockade, and on arrival the Loyalist taskforce found the Pireaus system, over which so much blood had recently been shed, in a half-abandoned shambles. The lunar colonies of Kritias Secundus were ravaged and near lifeless, and Yarrow Station gutted and famine-struck by its former masters and its population left to their fate, a fate which the *Raptorus Rex*'s wrath sealed upon the traitors below by protracted orbital bombardment. Elsewhere in the Maelstrom Zone, the Carcharodons were recalled from the Endymion Cluster, their work there done in accordance with undertakings given to the Mantis Warriors as part of their surrender agreement. Now available for redeployment, the Carcharodons' large fleet, along with ships from the Exorcists and Sons of Medusa Chapters were assigned into small battle groups alongside Imperial Navy scouting vessels and despatchec on independent hunter-killer missions throughout the Maelstrom Zone in search of targets of opportunity as forces for the final assault were steadily assembled, with the Crow's World system chosen as their rallying point.

Debts of Honour

03 838 912.M41

With the Badab War drawing to its bloody conclusion, there remained but a few major matters to settle, and for some of those factions involved on the Loyalist side the greatest of these remained that of the Executioners Chapter. It came to pass that the Sons of Medusa and Carcharodons forces began to co-ordinate their efforts to hunt down the Chapter, and discover its believed centre of operations in the Dene Stellar Drift, with the stated aim of prosecuting a



Legio Crucius and Sons of Medusa Purgation Forces, Sector Manax Industrial Zone, The Fall of Badab campaign of annihilation against them. Hearing of this as skirmishes and clashes between them began to escalate, the Salamanders' Captain Pellas Mir'san was deeply troubled. He believed that for all their fury and bloodletting the Executioners had acted with honour during the war, and moreover, he felt his own Chapter owed them a debt not easily repaid following the events of the 'Red Hour'. With his own small and battered force renewed by the arrival of the Salamanders' vanguard cruiser *Obsidia* and a half-company of Battle Brothers freshly returned from the Segmentum Solar, Mir'san took it upon himself to seek out the leader of the Executioners, Thulsa Kane, and parlay a negotiated end to the Executioners part in the war. After a questing search along the Maelstrom Zone's southern periphery lasting several standard months, the *Obsidia* rushed to respond to reports of battle joined at the fringes of the Eridian Cataract and there found the Executioners battle barge *Phaeton's Wrath* and the infamous *Night Hag* hunting down two damaged Sons of Medusa strike cruisers in the dense asteroid fields and dust clouds of the turbulent star system. Acting without second thought as to his ship's own safety, Mir'san ordered the *Obsidia* interposed between the two warring sides and deactivated its own weapons, demanding that an honourable discourse between brothers take place. After a tense stand-off in which the Loyalist forces came to the brink of warring among themselves, Mir'san was successful in forcing both sides to stand down and in then negotiating the Sons of Medusa's departure and the Executioners' ceasefire, bringing the *Night Hag* with Kane aboard, under the Salamanders' own personal flag of safety to formal parley with the Loyalist command. Their voyage to Crow's World was shadowed with the Warp-echoes of prowling Carcharodons warships, but they were not attacked.

Although many on the Loyalist side were minded to arrest or even slay the Executioners on sight while they were in their power, the voice of Pellas Mir'san, a respected representative of his 1st Founding Chapter was not so easily dismissed, nor were the likely consequences should blood be shed dishonourably at this juncture. Lord Commander Culln, seeing the strategic wisdom of removing the dangerous and unpredictable Chapter all but bloodlessly from the war, and mindful of the potential for further civil strife in his own ranks, acquiesced to Mir'san's proposals regarding the Executioners, but with a few added caveats of his own. Under terms of honourable armistice, the Executioners were to end all hostilities and quit the region of the Maelstrom Zone entirely, never to return. The bulk of their surviving forces were then to travel to their distant home system under oath to remain there until full judgement could later be passed on their actions by a full Consistorial Court of inquiry. Their leader Thulsa Kane, his chosen honour guard and crew, along with the *Night Hag* voluntarily gave themselves over to the Salamanders' custody and were interned at the Salamanders' Chapter world of Nocturne until the end of the war. The Salamanders Chapter themselves would from this point stand as guarantor of the Executioners' compliance and conduct, although there remained those on the Loyalist side who, though bound to obedience in the matter, would never forget the bad blood between them.

Breaking the Ring of Steel

3 117 913.M41

With the arrival of the grim Star Phantoms' Chapter fleet carrying a powerful force fully ten companies strong, and also a maniple of battle Titans of the Legio Crucius (the Warmongers) brought in by the intervention of the Adeptus Mechanicus of Angstrom, and with several heavy warships such as the *Sword of Ordon* brought back into full operation, at last the final siege of Badab could begin. The initial attack itself would not be easy as Badab's infamous 'Ring of Steel' space defence globe held sufficient firepower to hold off almost any fleet of attackers and had turned the void between its planets into a deadly maze of minefields and interlocking fire-zones. No star system could be made impregnable however as history had proved countless times, and the Loyalist high command had come up with an unorthodox plan to sunder the Ring of Steel with minimal losses, allowing for an immediate planetary assault. The key to this plan was twofold and it relied both on the arcane arts of the Magos of Angstrom and the effects of the Tyrant's own growing paranoia. The ring of steel's greatest vulnerability was that it was largely static; the positions of its various minefields and massively armed star forts were predicable, and what few defence ships and armed vessels of any size Badab still possessed were insufficient to turn the tide against a concerted localised attack. The cornerstone of the outer system's defence was the heavily defended star fortress orbiting Sigma (Badab VI). Here Loyalist spies had discovered, at Sentinel-Sigma, was the primary node of control, which the Tyrant had placed in the charge of one of the few subordinates he truly trusted, the infamous Astral Claws Captain Corien Sumatris. This was done rather than devolve the star forts and minefields control autonomously in the hands of scores of commanders he thought unreliable. If Sentinel-Sigma could be taken intact then the legendary 'big guns' of the Badab system could be silenced.

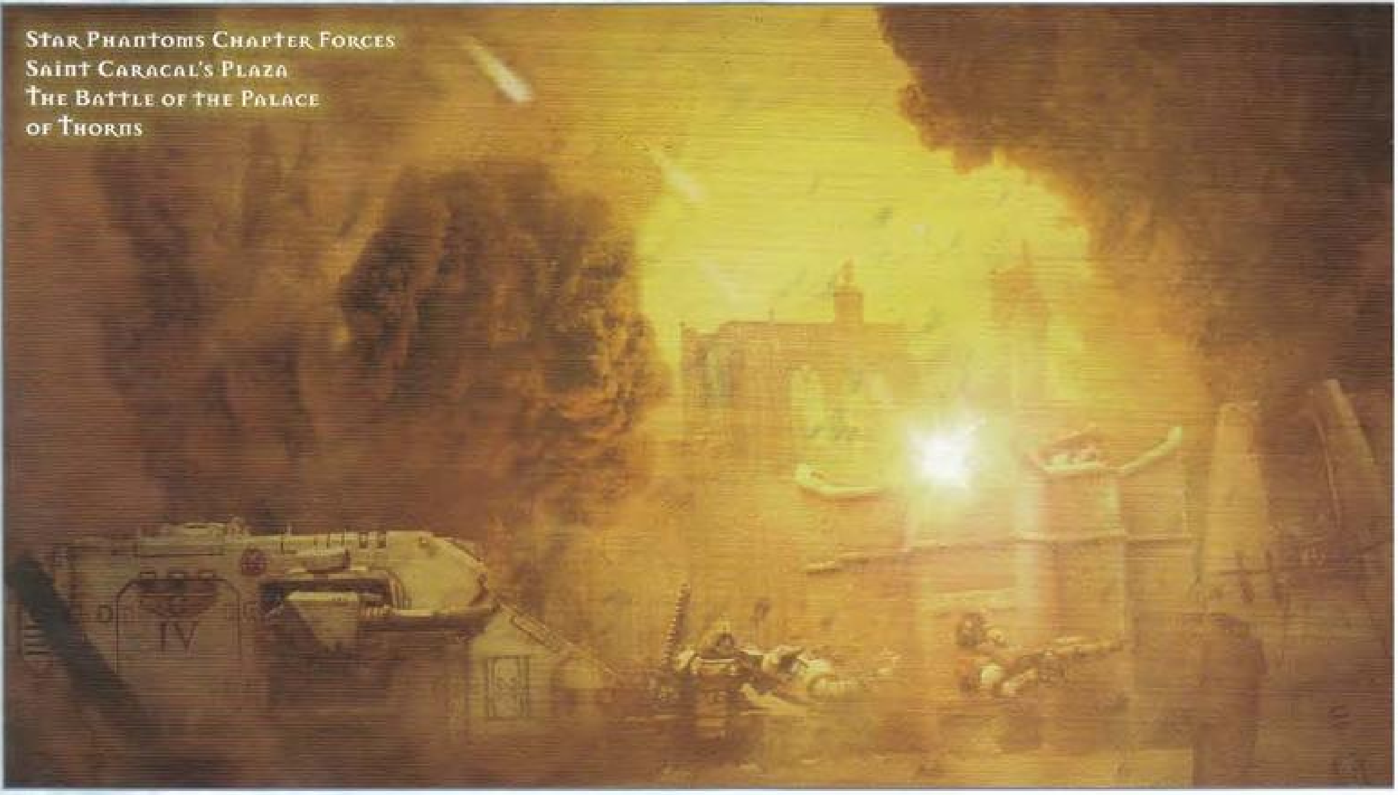
On 3117913.M41 the Loyalist assault armada entered Realspace in the Badab system, high up on the vertical plain of the planetary system, directly on an attack course for Badab VI. The armada consisted of no fewer than six Space Marine battle barges and nine strike cruisers, along with six other Imperial navy ships of the line, an Adeptus Mechanicus War Caravel and eighty-four escorts and strike vessels of various classes. At its vanguard was the *Raptorus Rex,* behind which, thanks to the artisanship of the Magos of Angstrom, was towed a burning stellar core fragment torn bodily from the Bale Cascade. As the war machines of Badab sprang to life in response to the threat, thousands of gun batteries powered up and drifting clouds of assassin mines woke to murderous intent, but as their auger beams and targeting sensoria swept the onrushing armada, it was already too late to prevent what was to happen next. Swiftly reaching terminal velocity, the ponderous cyclopean bulk of the *Raptorus Rex* engaged its main drive at maximum power to alter course, straining against inertia to allow the hellish fire of the stellar fragment to pass it by on its collision course with the Sentinel-Sigma battle station, while the Loyalist armada fell into a spearhead formation a safe distance behind.

The Sentinel-Sigma station had no hope of escaping the path of the rogue star fragment in time and faced certain destruction should it impact. If it fell, a yawing gap would be blown clear through the ring of steel and the control hub for the entire outer-system defences would be annihilated at a stroke. Soon every weapon on the defence line within range and resolution of the immense tumbling fireball let loose. Tens of thousands of mass-driven projectiles, torpedoes and macro shells filled the void hurtling towards the dense, amorphous mass of nuclear plasma and elemental force. Most were spent fruitlessly, exploding and incinerating in its superheated corona before they could reach its core. Blinded by the light of this new and terrible star careering towards them, the weapons of the ring of steel could not clearly see, let alone target the oncoming armada, and legions of mines and weapons platforms, their targeter-arrays maddened by the conflagration set upon each other and set off waves of atomic detonations through the void, lighting up the skies of the inner worlds with an omen of coruscating fire. Only at near point-blank range did the defence lasers and arc-cannon of the star forts begin to take a toll on the burning mass, their beams tearing gouts of burning matter clear, until at last they punched their way deep into the unstable core and the fragment was rent apart in a great wave of energy which washed over the Sentinel-Sigma, painting its failing void shields with lambent flame and burning through defence ships and fighters in a torrent of destruction.

There was no relenting from the apocalyptic cataclysm the Loyalists had unleashed, and hard on the wake of the energy storm came the Angels of Death. Boarding torpedoes and assault rams smashed into the reeling Sentinel-Sigma, carrying with them the might of the Sons of Medusa and Exorcists Chapters, and were met in deadly combat amid the station's vaults and corridors by battle servitors and the suicidal fury of the vaunted Astral Claws 2nd Company and their master, the arch-swordsman Corien Sumatris. As this action raged the battle barges *Sword of Ordon* and the Star Phantoms' *Memento Mori* led a wing of strike cruisers to assault the burned and blinded star fort network at point-blank range, taking one after the other intact in a series of brutal boarding assaults which left none they found within alive. Meanwhile the Minotaurs carried out strikes upon the system's other inhabited spheres Badab Secundus and Rigeal, decapitating their governments and military commands with brutal efficiency. Lord Asterion Moloc, the darkly famed master of the Minotaurs, hurled the members of Secundus' ruling satrapy from the spire of its oratory-cathedral. This he did after impaling the Astral Claws Chaplain Varna Sabin to the front of his personal Land Raider transport as an example to traitors of the fate that awaited them.

When at last Vaylund Cal, Iron Thane of the Sons of Medusa communicated from atop a mound of broken bodies that Sentinel-Sigma was theirs, he was joined via teleporter by the Mechanicus Lords of Angstrom. Within hours, they had achieved what Lugft Huron and his court had considered unthinkable; the subjugation of the station's Silica Animus, and with it access to the many machine spirits and weapons slaved to it. Incontrovertible override and destruct signals were sent out across the void.

Minotaurs Chapter Assault,
Badab Secundus



STAR PHANTOMS CHAPTER FORCES
SAINT CARACAL'S PLAZA
THE BATTLE OF THE PALACE
OF THORNS

A function only possible because of the possessive paranoia of a single man to control a system so large. In response to the command the outer Badab system became a sea of fire. The ring of steel was shattered, and only Badab Primaris and the defences that encircled it remained.

The Final Assault

3 118 913.M41

With the star system now under Loyalist control and surviving defence ships hunted down and destroyed, deployments were quickly put into place to surround and besiege Badab Primaris, with the ships of the Exorcists Chapter along with the Imperial Navy detachments breaking off to blockade the star system to ensure none would escape what was to come. The assault from orbit against Badab Primaris was to have been spearheaded by the *Raptorus Rex*, but that was no longer possible, the strain of the core fragment attack having caused significant structural damage which destabilised the engines of the vast craft making close-orbital operations impossible. The guns of Badab Primaris were still to be greatly feared and it was a forlorn hope that even a Space Marine battle barge would survive long if they could not be silenced quickly by orbital counter-battery fire. The Star Phantoms had asked for and been granted the glory of leading the first wave, and it was their ancient battle barge the *Memento Mori* which would be first to brave the guns of Badab.

Further hazard to the assault was presented by the High Guard orbital station which the Astral Claws had first used as a fortress monastery before Lugft Huron had descended to take over the Palace of Thorns below. The hastily revised attack plan was to be a three-pronged offensive. The first axis of attack would be formed by two companies of Star Phantoms Space Marines attacking the High Guard orbital fortress in concert with the smaller Fire Hawks and Sons of Medusa contingents. For the second, the Carcharodons would descend in full force to the surface of Badab Primaris' hives to crush any opposition. The third and most vital attack force would be formed by the bulk of the Star Phantoms, some seven companies in strength, assisted by heavy assault elements drawn from across the Loyalist Chapters and Inquisitorial storm trooper companies. This would take the battle to the heart of the foe and besiege the Palace of Thorns itself.

The attack was heralded by waves of orbital bombardment and hurled debris from orbit sent to sow havoc below as weapons fire split the heavens above Badab Primaris. The sable form of the *Momento Mori* led the attack and was rocked with explosions as it breached the upper atmosphere, its own cannons roaring in answer and vortex missiles screaming out from its weapons decks to rip great wounds in the planet's crust. Behind the dauntless battle barge dozens of other warships swept low to unleash their deadly cargo. Blazing bright lances of energy pierced upwards and the skies darkened as wave after wave of drop pods painted in midnight black and cold grey rained down in precisely executed assaults. Brighter yet, from the halo edge of space, the Carcharodons' relic-flagship *Nicor* unleashed the vast plasma-destructor weapon concealed in its belly and burned a great trench in Badab's surface, sundering the bastion wall of Primaris' main city, Hive Dominar, and soon after Thunderhawks and assault rams spiralled down to exploit the breach. Such was the burning pall of smoke, swirling cinder ash and choking dust that came up, night fell over Badab's northern continent as the siege assault raged, the darkness riven with meteoric streaks of flame as wreckage fell from high above.

A full hour had passed since the first shots were fired and still the defence batteries had not yet been fully silenced, but many were now choked off or destroyed. Troop ships and Thunderhawks continued to descend perilously through the storm of smoke and fire, ferrying their reinforcements and heavy armour down to the tumult of battle. Deeming the approach now safe, like a hammer of the gods, the colossal landing craft of the Legio Crucius fell to earth outside Hive Dominar, their impact sending a powerful tremor-shock through the ground, bringing yet more of the breached bastion wall tumbling down. Vast armoured doors opened and slammed buildings flat as Titans walked on Badab, their bellowing sirens echoing like the clarion call of doom come for the beleaguered world.

The assault moved into its second and then third hour without any sign of relenting and soon Hive Dominar had become a city of death. Within its hundreds of kilometres of multi-tiered roadways and vast, arched habitation towers, the Tyrant's Legion fought an insane and desperate battle against the grey giants that had come among them. Transit junctions were soon clogged with burning vehicles and shattered rubble, and for the wretched civilians trapped within the doomed hive, there was nothing for them but terror and death. Offered no chance of surrender or survival, the soldiers of the Auxilia bitterly fought on as best they could as the Carcharodons fell on them with nightmarish fury, savagely hacking through their defence lines and leaving nothing but torn bodies and shattered war machines in their wake. In the face of the unstoppable grey-red tide that had come upon them, all pretence of command and control within the Tyrant's Legion rapidly broke down as vox-sets uttered nothing but screams and unanswered pleas for mercy. Fires began to spread out of control and the carnage was only worsened as those isolated Legion redoubts and tank squadrons that still survived began to shell indiscriminately into the shadows of buildings. Their desperate and chaotic attacks were in the vain hope of fighting an enemy that came at them with terrifying speed only to fade away and strike again, each time leaving fewer and fewer alive.

To the north-east of Hive Dominar lay the Palace of Thorns. Built into a mountainous volcanic plateau that rose high above the level of the hive city, it comprised a hulking, ornate citadel surrounded by wide statue-lined plazas and minaret-capped gun towers studded with defence lasers and flak batteries. This was the heart of the Astral Claws' domain and the lair of the Tyrant of Badab. Above the Palace complex's centre an actinic-bright lighting shield rippled and clashed in the air; a vast charged power-field that disintegrated anything it touched and shrugged off even the firepower of the warships above. The plazas and weapons batteries that spread out beyond the Palace were not so impervious however, and it was into them the Star Phantoms descended with unmatched precision and timing, their drop pods smashing down through he ornate sepulchres and toppling needle-thin auspex-masts as they descended. Despite the blizzard of fire that had greeted them, over five hundred Battle Brothers out of he seven hundred strong force survived to make landfall, and now they set about besieging the heavily protected Palace. The combat was as fierce as any the Chapter had seen and at every turn the Star Phantoms encountered death-traps and heavily defended gun positions. They fought brutal close range engagements with Astral Claws assault squads who counter-attacked them from concealed sally-ports paying in blood for every advance. Further in, Land Raiders and Predators spilled from underground bunkers in defence of the citadel's shield wall, their power matched by the deadly accurate fire of Star Phantoms Devastator squads and Dreadnoughts firing from the shattered towers they had already stormed. The siege soon descended into a bloody meat-grinder as the wide-open plazas that ringed the citadel became lethal killing grounds which offered scant cover to attacker or defender alike. For every two gun-ziggurats that were taken by the Star Phantoms, another held out or was re-taken by counter assault, and soon the siege lines became a confused anarchy where the enemy could be encountered on all sides. Slowly though the bloody siege of the Palace's outer precincts began to tip in the Loyalists' favour, as making their way up the volcanic ridges, storm trooper reinforcements joined the fray allowing the Star Phantoms to press the attack, while Loyalist Terminator squads locked on to the Star Phantoms' teleport homers were despatched to the surface from strike cruisers braving the much reduced ground fire. But despite the massive force brought to bear against it still the citadel held. The Palace of Thorn's lightning field remained un-breached, and attack after attack was hurled away from its citadel by murderous counter-attack as deadly fire rained down from the walls. The attackers' losses mounted steadily and even the Reaver Titans of the Legio Crucius alongside fresh Sons of Medusa detachments could not force the issue. Indeed the first Titan to attempt the attack was disabled as it sought to lend its firepower to the assault, its command deck gutted by a well-placed conversion-beamer blast in the shadow of the citadel. The siege of the Place of Thorns was at a lethal impasse.

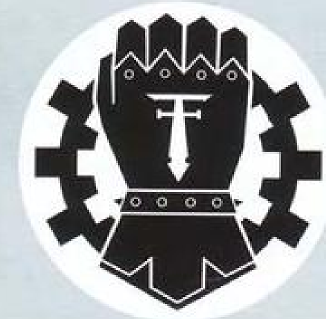
As true night fell over Hive Dominar and the Palace of Thorns, the fighting and killing went on unabated, spreading out to the planet's sub-hives and industrial zones. The pall of smoke from Badab's burning cities thickened the night to an umbral black deep enough to fog the auspexes of the ships in orbit; and the planet to them becoming a mass of indistinguishable heat blooms from the fires below. Titans stalked the benighted and ruined cityscapes, their powerful weapons lighting up the darkness like thunderstorms as their footfalls shook the earth. Crushing any hint of resistance they encountered and systematically smashing manufactora and habitation blocks, the Titans' machine spirits and crews revelled in the desolation they brought, driving waves of screaming refugees and routed Legion troopers before them in a disordered swarm. Meanwhile the Carcharodons haunted the shadows of the Badab Hives like blood-painted grey spectres, the city was theirs.

Of Lugft Huron's actions during this long night of destruction little can be said for certain. Some reports have the Tyrant sighted almost everywhere in the defence of the Palace, hurling back the rent and shattered bodies of his enemies, roaring his defiance, while other tales place him alone and silent in the throne chamber, impassively

The Warmongers

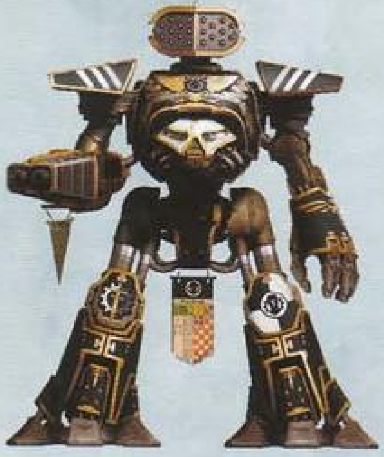
The Titan Legions of the Adeptus Mechanicus are among the most powerful military entities within the Imperium of Man. Ancient and implacable, the Titan war machines they command are colossal engines of war, rightly known as God-Machines to some, the smallest of which are mighty enough to destroy an entire tank squadron in a span of seconds or level a city block. Each Titan Legion is its own warrior order inextricably linked to the forge world (or worlds) on which it is based, fierce and proud, with its own historic alliances and rivalries, and its own unique character.

The Legio Crucius, known more colloquially as the 'Warmongers' in the Low Gothic by the Imperium's other armed forces, have their great Perceptory and base of operations at Ryza, a major forge world within the Segmentum Solar whose arts and sophistication some claim is second only to those of Mars itself. It is then unsurprising perhaps that the Legio Crucius, whose associations with Ryza are said to predate the Great Crusade, are renowned as one of the most well-equipped Titan Legions in service, and sufficient in number to provide garrison forces for sevteral smaller outlying forge worlds and Adeptus Mechanicus outposts whose Magos maintain fealty or alliance to Ryza and its masters. One such world was Angstrom, the highly independent and militant minor forge world situated at the edge of the Maelstrom Zones, and by this web of kinship the Legio Crucius became involved in the Badab War's savage closing battles. The Legio Crucius forces deployed to the siege of Badab Itself comprised three full maniples of Titans, some fifteen machines in all commanded by the Warlord Class Titan *Hell's Daughter* and the High Princeps Cadmon Krom. The Titans' principal task in the battle was to smash heavy defence points in Badab Primaris' hive cities and industrial zones and crush major pockets of resistance where encountered, a mission they took to with great relish, fully living up to their Legio's long-standing reputation as savage city-breakers and world burners, accounting for untold casualties and devastating the remaining Secessionist heavy armoured forces. The Legio suffered only three losses during the engagement despite the heavy resistance they encountered, and managed to recover all but one of the wrecked Titans in the anarchic retreat from the planet.

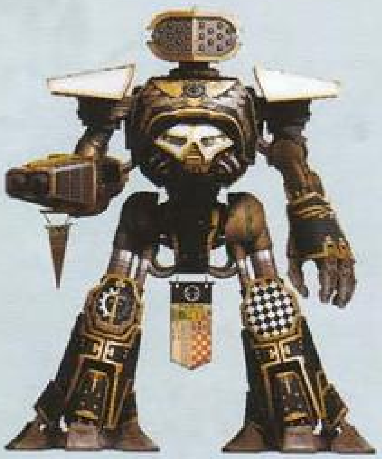


Legio Crucius Icon

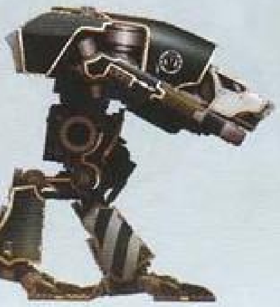
War Maniple Secutar (Ventator subtype deployment) Spearhead Titan attack on Hive Dominar, The Fall of Badab



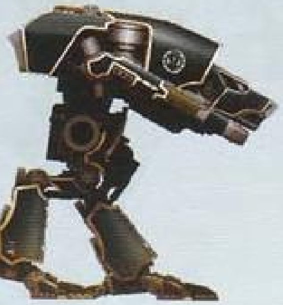
Primus Secutar



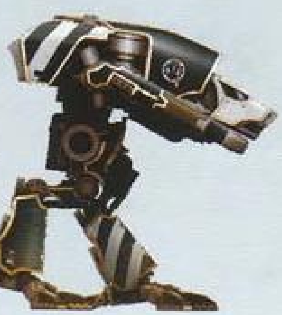
Astramos Mortis Æternem



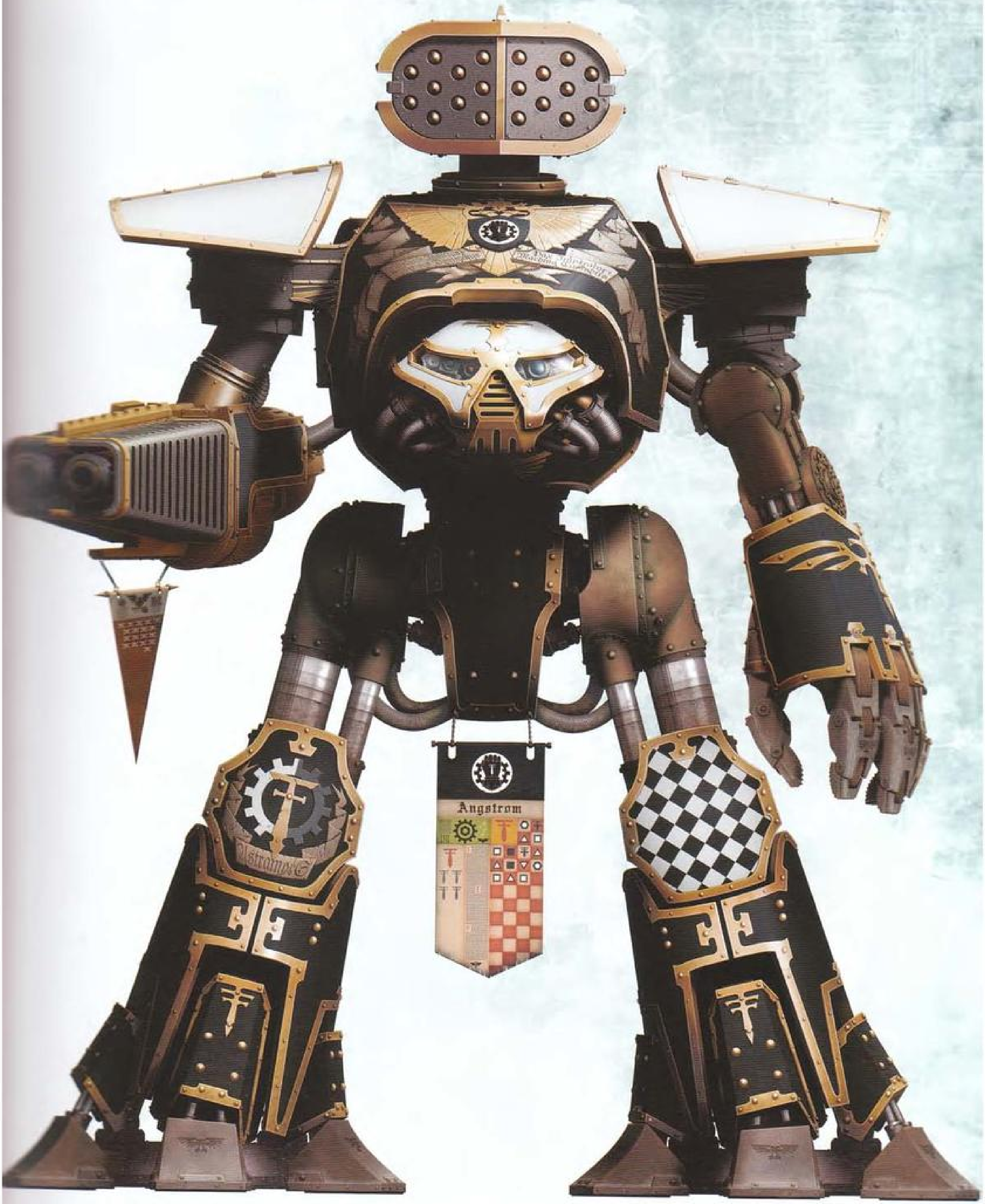
Wolfshead



Black Strider



Blood of Caldos


Angstrom
Astramos

The 'Astramos Mortis Æternem'
Legio Crucius Mars Pattern Reaver Titan
Primus Engine, War Maniple Secutar
The Fall of Badab

ORDO HERETICUS

RESTRICTED ARCHIVE

NECRO-COGNITION CORTICAL TRANSCRIPT

NCCT
G58X 456T
OH:78:08Z

SAMPLE NUMBER *391.384.887.598//584*.....

XP:4 ....

TRANSCRIPT BEGINS *[Iv1//54/S.102].933.M41*

The catacomb tunnel was narrow and filled with smoke, but his helm's respirator cleared it easily, and the air brought with it the taste of scorched flesh and cindered stone. Just as easily his augmented sight pierced the dust and smoke and made out the shape of a larger junction chamber beyond.

Veteran Sergeant Wotan raised his gauntleted hand and the Star Phantoms behind him fell still. Above them the labyrinthine halls and galleries of the Palace of Thorns shook and thundered, and dust rained down as another titanic blast struck the citadel. The boosted auspex in his other hand rolled with static, its signal strangled by the basalt block walls and the ionising radiation that flooded the sub-levels. A flicker, there for a second, and then gone; a heavy contact, ahead of them in the catacombs on the other side of the junction chamber.

He gestured rapidly with his raised hand, flashing a complex pattern in the Chapter's own battle-sign – an invaluable tool on a battlefield where vox-signals were easily compromised and the enemy were once brothers.

Wotan's instructions were simple and quickly obeyed; advance immediatly and engage, trap the enemy in the confines of the tunnel before they could do the same to Wotan's squad.

The six Star Phantoms fanned out, silent but for the crunch of their armoured boots on the dusty mosaic floor. As a Chapter they knew no battle cry nor needed one to vent their martial spirit, their gift was death and all were welcome in its cold embrace.

The enemy rose up from the smoke, hulking figures of crimson-daubed tarnished steel, shadowy mirrors to the Star Phantoms' pale armoured forms, armed and armoured as they were; it was if they fought themselves reflected as through a glass darkly.

The moment's illusion ended as blades crashed sending sparks fountaining and bolt shells screaming through the air a hand's breadth away from Wotan's helm, the Astral Claws' bellowing roars answered only by grim silence as the dying began.

Wotan backhanded a parry with his gun hand against the Astral Claw that lunged to meet his charge. Turning into the blow, Wotan brought up his sickle-blade power sword and opened up the enemy before him from crotch to gullet, the stench of molten metal and bloody steam washing over him as he kicked his foe away. Moving again bolt shells smashed into his shoulder pouldron as he located his next target and a frag grenade went off nearby, the flash and sound washing over him like water. Two steps later Wotan was down on one knee, the muzzle of his bolt pistol pressed against the temple of a wounded Astral Claw who was struggling to rise. He pulled the trigger once and the traitor's shattered faceplate bounced off the mosaic floor amid a black liquid rush.

His autosenses told him two of his squad were slain, but his alacrity had been rewarded and the enemy's tally of dead was much higher.

A sudden movement glimmered in the dark, a fast moving bulk, almost too fast to be a Space Marine, came at him. Only his enhanced reflexes prevented the swinging thunder hammer from pulverising him where he stood. Instead the black armoured body hit him square on and he was shunted off his feet and thrown to the floor. He rolled twice and slammed into the chamber wall, the force of the running figure had hit him like a mag-train!

In an instant he took in the armoured form that had struck him down. The black of its armour marked it different from the rest, and tattered prayer scrolls and purity seals fluttered from rents in the Space Marine's ceramite plating which opened to gaping bloody wounds. On the black-armoured Space Marine's shoulder was the scoured remains of white chequy and a red symbol, which was enough to confirm Wotan's suspicions. The murderous figure whirled again and let out a cry, as much of anguish as rage, and brought the hammer down on the back of one of Wotan's Star Phantoms who was trading blows with an enemy of his own. There was an explosive crack as the backpack was smashed to pieces and the hammer crushed the life from the Star Phantom who then collapsed like a bundle of rags.

Still in his prone position against the wall Wotan calmly ejected the half-spent magazine from his bolt pistol and fed in another, slipping the fire selector to 'storm'. Taking careful aim he waited for the black armoured Space Marine to wheel around again in search of another victim and chose his moment precisely. A tongue of flame lashed from the pistol's muzzle and the explosive bolts flew straight and true into the exposed joint at the back of his enemy's knee, which came apart in a gout of shrapnel and clotted flesh, dropping Wotan's target onto his back.

Wotan rose again to his feet and reclaimed his power sword from where it had buried itself in the mosaic floor. As the weapon hummed to life in his gauntleted hand he thought "Even angels may fall." He gave no sound as he swung the blade down.

PRODUCT OF ORDO HERETICUS

STRICTLY
ORDO HERETICUS
EYES ONLY

IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED
THIS RECORD BY
NON-AUTHORISED
PERSONNEL
ON PAIN OF
EXTINCTION

TRANSCRIPT ENDS *[Iv1//48/S.50].933.M41*..........

DATE: ....

SIGNATURE ....

NECRO-COGNITION SAVANT *Al..42*..............

AUTO-TRANSCRIPTOR SAVANT *Rud..613*..........

Liquidated

watching the destruction of all he had wrought in the flickering light of his holo-sphere. Regardless of the truth, what can be accurately said is that no Astral Claw surrendered to their fate. Each fought to the end, whether at the Palace of Thorns, in the hive cities of Badab or in defence of the High Guard orbital station, the Astral Claws sold their lives in a blaze of fury and spite.

At the dawn of the second day of the assault, the Carcharodons took matters in their own hands to bring about the end. Assigned by Lord Commander Carab Culln the task of attacking the planet's infrastructure and preventing an organised defence from taking root, they had devised their own plan of doing so, and set their own deadly measure to the extremes to which they would go. Having ravaged the Tyrant's Legion forces defending the cities and setting the hives ablaze, they continued to the final stage of their plan and despatched strike teams deep into the hive sub-surface. There they sabotaged the vast and ancient atomic and geo-thermal reactors which powered the hives and fed the hungry planetary defence batteries with energy. Across Badab Primaris power failed or suddenly spiked adding to the chaos, and slowly, with inexorable horror, the hives began to quake and the towers of Badab toppled like felled trees. Silently and in good order, the Carcharodons began to withdraw from the surface, the fatal blow struck, the God Emperor's judgement on treacherous Badab delivered.

Few realised just what had begun, and at the Place of Thorns the sudden destabilisation of power had offered the Loyalists a much needed opening in which to strike. As the lightning field and the citadel's other defences flickered for a moment before drawing power again from their own reactors, a Star Phantoms assault force managed to breach the lower level bunker network and catacombs. With Captain Zhrukal Androcles at its head, this force of assault-equipped Space Marines and Terminators finally forced their way into the citadel and the heart of the enemy. The Star Phantoms assault was brutal and relentless, its passage blasted through by thunder hammer rent bulkheads and charge-blown walls, while the Astral Claws that fought against them were the most fanatical and hate-filled of their breed – their crimson-splattered armour devoid of any sign of their former service as defenders of the Imperium. Chain-blades flashed and bolters roared in the closest of confines in the under-citadel as the ossuaries of the Astral Claws' Chapter were blasted apart as each side slaughtered the other in the hellish struggle.

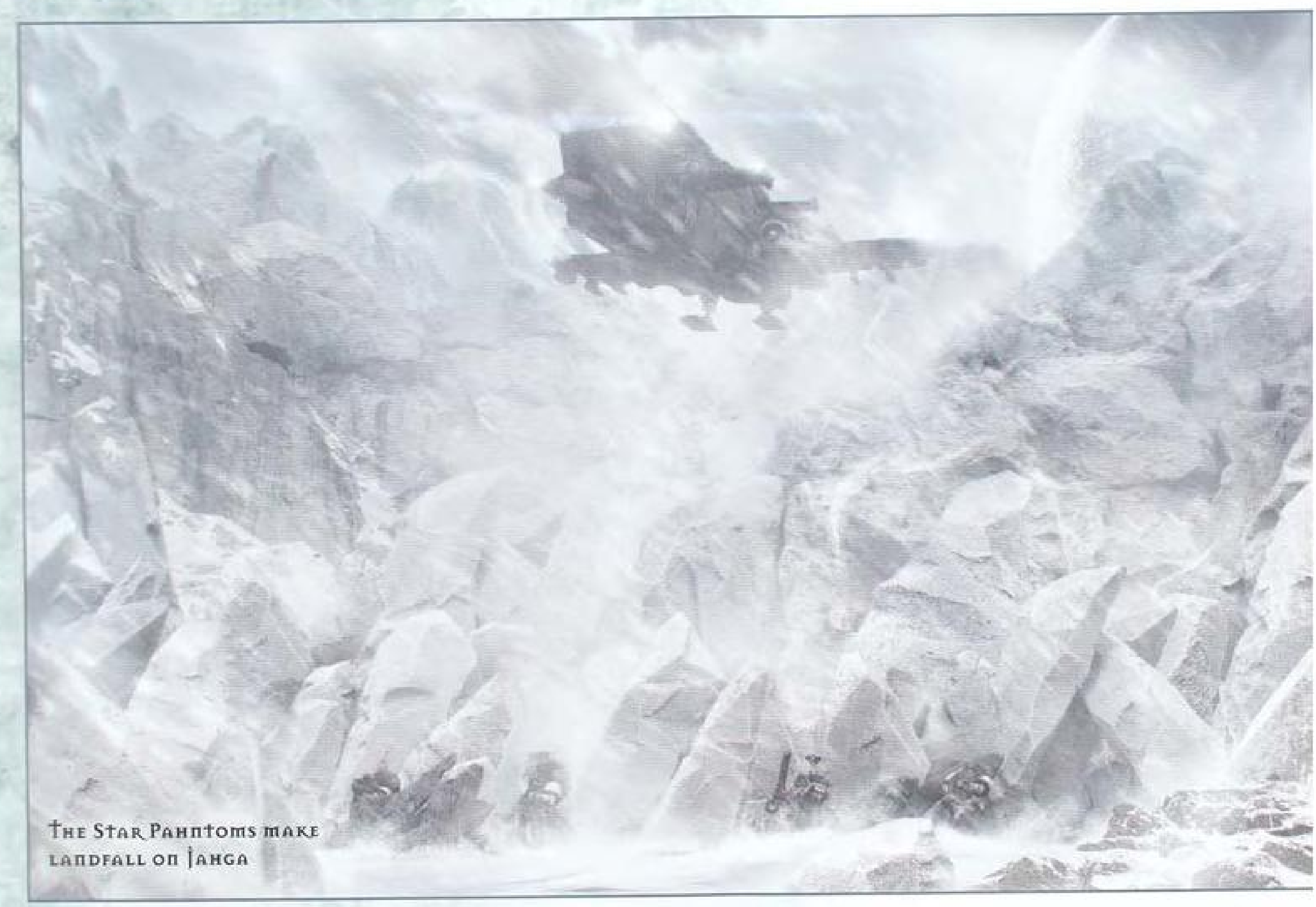
All over Badab the ground began to quake and shudder as high above in orbit auguries registered the massive tectonic upheaval in the planet's sub-hive structures radiating out across ancient geological fault lines, spewing molten magma and radioactive ash up from the earth. Badab Primaris began to die.

At the Palace of Thorns, the bastion wall was finally breached, collapsing the lightning shield. The Star Phantoms stormed the citadel, much of which was now no more than a rubble-strewn butcher's yard. At the height of this desperate last battle at the palace, Lugft Huron was mortally wounded by the dying Star Phantoms' Captain Zhrukal Androcles. Records recovered after the clash from the auto-sense logs of the Star Phantoms indicate a brutal melee erupting between Androcles' forces and the Tyrant's personal guard to their near mutual destruction in one of the Palace's deep sub-levels, and it is likely Huron's party were attempting to flee to a concealed escape craft via the sub-surface. Captain Androcles was struck down by the Tyrant in the confrontation, who in his arrogance strode over the fallen hero believing him dead. As his life bled from him, the grimly determined Star Phantom's Captain succeeded in discharging his combi-melta at the looming figure of Lugft Huron at point blank range. The melta-blast struck the arcane lighting claw the Tyrant habitually wore which catastrophically exploded unleashing a baleful pulse of energy. This blast incinerated the Tyrant's arm and much of his right side, and the remnants of his burning armour collapsing to the ground was the last image recorded by the fallen captain's auto-senses. Soon afterward, when a second Star Phantoms squad entered the vault, they found the bloody remains of the melee, along with shrapnel and organic detritus later identified by the Magos Biologis of the Consistorial Court as belonging to the Tyrant. The bulk of Lugft Huron's body however was not found, nor were any remains that could be later identified as belonging to the Astral Claws Master of the Forge, Armenneus Valthex, who had also been present in the combat. Further investigation of the matter or deeper exploration of the lower levels of the Palace of Thorns proved impossible however as the wider situation on Badab Primaris began to deteriorate rapidly.

Beneath the hives of Badab Primaris, the cascading destruction of the deep-sunk reactor cores was taking its toll. Tectonic shocks and volcanic eruptions were increasing at an exponential rate and entire hive sectors collapsed into gaping maws that opened in the ground beneath them to be replaced by seas of lava. The campaign of purgation and conquest on Badab quickly devolved into anarchic retreat and many were caught in the path of destruction. Wherever they could be found interface vessels of any and all kinds were commandeered by Loyalist and renegade alike in a desperate effort to flee.

In the anarchy and ruin that followed the fall of the hive cities, the air was filled with toxic ash and fallout, and the majority of the planet's population are estimated to have been exterminated within a few standard days. Confusion reigned in the wreckage-strewn system. Several Loyalist transports were also shot down by the blockade ships, and it is believed that at least one small Warp-capable privateer vessel managed to escape the Badab system into the Warp. Later intelligence reports suggest that less than two hundred Secessionist survivors were on board, led by Armenneus Valthex and carrying with them their master's broken body.

The Badab War was over.


The Star Phantoms make landfall on Janga

Trial and Punishment

2 895 913.M41

In the aftermath of the death of Badab Primaris, the remaining Astral Claws, Executioners, Mantis Warriors and Lamenters were put on trial before a specially convened Consistorial Court of their peers with their very existence at stake. Despite the attempts of Legate Frain to have the matter placed fully under Inquisitorial remit, a conclave of five Space Marine Chapter Masters whose forces were not part of the conflict were convened in judgement in accordance with Astartes tradition. Representatives of those that fought on both sides went on to give evidence to the court. Particularly noteworthy was the testimony of Captain Mir'san of the Salamanders, speaking out in eloquent and moving defence of the Executioners Chapter's honour, if not their actions. Also heard at length was the now near-dead Master of the Fire Hawks, Stibor Lazaerek, and his bitter calls to eradicate the vanquished foe without exception garnered some sympathy from the tribunal. The last to testify was Legate-Inquisitor Frain himself, whose impassioned and wise words called on the assembled Chapter Masters to weigh both the deeds of men and the will of the Emperor, and heed the judgment of history on them.

A judgement was passed by unanimous verdict confirming the Astral Claws as traitors most foul, guilty of taking up arms against the Imperium and deceitfully causing their brethren to do likewise. The Consistorial Court also found all of those Chapters who had taken part in the Badab Secession guilty in breaking with both the Codex and the ancient covenant it represented. In punishment all surviving Astral Claws in Imperial custody were then put to the sword, blindfolded and shackled in dishonour. It was further judged that the other surviving Secessionist Chapters would have to each undertake a one hundred year penitent crusade to atone for their transgressions, and must do so without the right to recruit new brethren during this time. Their future survival or destruction was le then in their own hands, and in the grace of the Emperor.

In addition, the Mantis Warriors would henceforth lose all rights to their ancient domains in the Endymion Cluster, with their goods and chattels given over to the Fire Hawks in perpetuity, and likewise the Lamenters Chapter were condemned to surrender reparations in ships and wargear to the Minotaurs (this in essence being no more than a rubber-stamp approval of actions already taken place). The Executioners Chapter in contras were granted a measure of comparable clemency, and their twin Chapter worlds were given over in trust to the Salamanders Chapter and their own successors rather than forfeited entirely, to be returned to them should they endure their hundred year act of contrition and survive.

As to the men and women of the Maelstrom Zone, caught up in a decade of calamity and bloodshed, their lives now belonged to the Administratum. Alongside them were the Adeptus Mechanicus and Inquisition, both of which had their own interests to serve and all would have their due.

The Star Phantoms' Prize

4 995 913.M41

As a bloody prize and in recognition for their efforts in the war's brutal closing act, the badly mauled Star Phantoms Chapter were given the somewhat pyrrhic reward of dominion over the once proud Badab Sector, along with the task of policing its survivors by edict of Legate-Inquisitor Frain. This reward was somewhat of a hollow one, as the Star Phantoms Chapter had been reduced to under a third of its former strength by the fighting, and its new domains were little more than a kingdom of ashes. The Star Phantoms, however, long fleet-based after the loss of their former home world centuries before, grasped this laurel of victory as their just and long-laboured for reward. Given the pick of the sector's worlds, they chose to bring down their badly damaged battle-barge *Memento Mori* on the surface of the ice moon of Jahga in the Archaea system (which had been all but untouched by the conflict) to serve as the core of their new fortress monastery and slowly began to rebuild.

The Sorrow of Tranquility

5 997 913.M41

With the arrival of a fresh Imperial Navy task force redeployed to be based at Vyaniah, and Adminstratum auditors emplaced on Sagan, the other Loyalist Space Marine forces having completed their operations in the Maelstrom Zone, began to depart for their Chapter worlds and wars afresh. The care of the Maelstrom Zone was now in other hands and the province of new masters.

It was only when the *Sword of Ordon*, the last of the Loyalist battle barges, was taking leave to depart Vyaniah on the long voyage back to Zabeaus Minoris, that news reached the system of a dark fate that had befallen the Tranquility system.

Before departing the Maelstrom Zone, the Carcharodons fleet returned to the Endymion Cluster. There, with the agreement of the Fire Hawks, they struck at the Tranquility system, whose worlds were once the primary recruiting and training grounds of the Mantis Warriors Chapter. From these worlds they harvested an entire generation to renew their own losses, forcing those selected to fight to the death to prove their worth in order to survive in the Carcharodons' brethren. Thus paid in blood, the Carcharodons fleet departed, the last known sighting of them made by an Explorator augery-beacon, which marked them tacking course through the Warp, ascending the galactic plane into the blackness of the outer void once more.

Expurgation

1 009 915.M41

On returning to Holy Terra, and with his last act before he discharged his legatine authority, Inquisitor Jarndyce Frain ordered an Edict of Obliteration to be carried out under the auspices of the Adeptus Terra in regards to the Astral Claws, the Tiger Claws and their master Lugft Huron. The task therefore began of wiping their accursed name and their sins from the pages of Imperial history. Sanitised and altered versions of the events of the war began to enter the official record, distorting nomenclature and reference as the first stage of eventual total purgation, while an Inquisition enforced data-pogrom to unmake extraneous or morally unworthy facts concerning the Badab War was conducted. The eye of the Imperium moved on.

---

ance: Umbra Amaranth- Burn After Reading /// Ordo Hereticus Clear nth-/Omega Burn After Readi

Blackheart

5 113 927.M41

Attacks from corsair forces operating in and around the Maelstrom worsened considerably, although other than the Pale Stars region, the rest of the Maelstrom Zone largely (and it appears deliberately) remained unaffected. Vessels and agents sent into the region began to uncover rumours of a powerful new corsair lord operating within the Maelstrom, leading a warband of crimson-daubed renegade Space Marines seeming to owe no allegiance to any prior known faction and operating with extraordinary ferocity and tactical discipline.

The corsair lord is said to style himself 'Huron Blackheart'.

Can it be true, can the Tyrant of Badab yet live, at least in some form by some foul agency?
I have seen too many miracles both wondrous and nightmarish to claim it cannot be so.

Are we, Mankind, then doomed to be always the father of our own torment,
the genesis of our own destruction, time and time again?
God Emperor help us – ever has it been so.

ORDO
HERETICUS

RESTRICTED
ARCHIVE

PURGATION WARRANT

PW
75JX PO5T
OH:89:021

CLASSIFIED

COMPILED BY ....

Extract of Chronological events to be excised [Locus Maelstrom Zone]

Circa 720.M40-580.M41 [The Predations of the Maelstrom]
Throughout the later M40 and early M41, the Imperium suffers an upsurge in attacks by malignant forces originating from within Maelstrom, a massive and ancient stellar/warp vortex near the galactic core. Imperial control over the economically important frontier region, known as the Maelstrom Zone, begins to dangerously slip.

577.M41 [The Death of Cygnax]
The heavily militarised Hive World of Cygnax, long a lynchpin of Imperial control in the Northern Maelstrom Zone, succumbs to corruption from within and attack from without. Despite the intervention of the Mantis Warriors Space Marine Chapter, the death cults gained access to part of the planet's defence missile silo network. The resulting atomic winter, radioactive fallout and tectonic upheavals annihilated all life on Cygnax, effectively collapsing Imperial control of the northern Maelstrom Zone.

587.M41 [The Warder Chapters are Assigned]
In response to an Edict Imperialis pronounced by the High Lords of Terra, the order is given to permanently base several Space Marine Chapters in the region in order to protect the Imperium's borders and pacify the Maelstrom zone. The Astral Claws Chapter are given the high honour of commanding the newly constituted Maelstrom Warders, a deployment which is also to include the fleet-based Lamenters and Charnel Guard Chapters and is also to incorporate the Mantis Warriors. Once established, the Warders quickly stabilize the surrounding area and purge the inner zone of heretical and xenos elements. The wealth of the Maelstrom Zone flows into the coffers of the Imperium.

640-651.M41 [The Scourge Campaign]
The Astral Claws and their allies conduct a series of major combat operations designated the Scourge Campaign, striking deep into the heart of the Maelstrom and taking the battle to the foe. Despite their successes, their efforts are curtailed when the Charnel Guard Chapter is abruptly withdrawn from the Maelstrom Zone entirely. The Astral Claws petition for a replacement Chapter to be assigned to the Warders in due course, but are denied.

681.M41 [The Unhallowed Heart]
A previously unknown space hulk, designated Unhallowed Heart appears at the edge of the Maelstrom. It draws into orbit around the world of Eshunna and fully a quarter of the population die in a single long night, falling victim to a wave of mass suicides, murderous rampages and wanton hysteria. The Lamenters succeed in destroying it but subsequent Ordo Malleus investigation is critical of the Chapter for not destroying the hulk as soon as possible at the planet's expense. A judgement that is greeted with some fury by the Lamenters.

715.M41 [The Battle of Hellsiris]
The Chapter Master of the Astral Claws, Rovik Blake, who has led the Chapter for the last two centuries, falls in single combat with the Ork Warboss Vorg Manburna at the Battle of Hellsiris deep within the Maelstrom. On their return to Badab, Lugft Huron, captain of the Astral Claws 3rd Company is appointed Chapter Master by popular acclaim of his peers, becoming by far the youngest warrior in the Chapter's history to attain this rank.

718.M41 [The Tyrant of Badab]
After a failed palace-coup on Badab Primaris leads to an abortive civil war on the hive-world, the Astral Claws step in and brutally crush the conflict. The Space Marines swiftly impose order executing much of the planet's ruling class, in the aftermath Lugft Huron takes on the mantle of planetary ruler as well for the better protection of the Badab sector, styling himself the Tyrant of Badab. Huron's power is further cemented by the creation of what becomes known as 'The Tyrant's Legion' in a massive re-organisation of the uneven and often isolationist native planetary defence forces in the Badab Sector and nearby worlds.

PRODUCT OF
ORDO HERETICUS

723-900.M41 [The Astral Claws Gene-Seed Tithe Falters]
The regular Astral Claws Gene-seed submission to the Magos Invigila of the Adeptus Mechanicus becomes infrequent and incomplete, although cause for concern, such matters are not uncommon involving Space Marine Chapters particularly deployed to border areas or on crusade.

STRICTLY
ORDO HERETICUS
EYES ONLY

729.M41 [The Astral Claws Petition Holy Terra]
Lugft Huron's servants deliver formal document of petition to the High Lords making a detailed case for completely purging and subduing the Maelstrom and the surrounding area. In order to achieve this, the document sets out the case for a massively augmented deployment of Space Marines to the Maelstrom Warders. Huron's petition is dismissed without full hearing on the grounds that the Imperium's needs are better met elsewhere.

748.M41 [The Badab Schism]
After further requests to redistribute resources from the Maelstrom Zone are denied and met with increased quota demands from the Administratum, Huron withholds Badab Primaris's planetary tithe in protest over their failure to provide him and his allies sufficient resources to police the Maelstrom. This situation is cause for political controversy and bitter argument. The furore becomes known as the Badab Schism and lasts for more than a century and a half, during which the military operations of the Astral Claws and the Maelstrom Warders carry on as usual against a backdrop of worsening civil tension with the Administratum.

IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED
THIS RECORD BY
NON-AUTHORISED
PERSONNEL
ON PAIN OF
EXTINCTION

AUTO-TRANSCRIPTOR SAVANT L.42 ....
AUTO-PURGATION SAVANT GR 332 ....
AUTO-LIQUIDATION SAVANT T. 02 ....

Liquidated

AUTHORISED ....

ORDO
HERETICUS

RESTRICTED
ARCHIVE

PURGATION WARRANT

PW
75JX POST

CLASSIFIED

COMPILED BY..

780.M41 [The Lycanthos Drift Campaign]
The Astral Claws move to intervene in the closing stages of the long running Fourth Quadrant Rebellion, undertaking the Lycanthos Campaign against one of the last major stronghold systems of the revolt on the southern borders of the Maelstrom Zone. Lazaerek, the Chapter Master of the Fire Hawks, bitter that he was not given command of the campaign rather than Huron is known to have born a grudge against the Astral Claws from this time

821.M41 [The Defence of Khirab]
A heavy Ork raiding force from the Maelstrom is intercepted and destroyed in a series of battles in the Khirab system in the Endymion Cluster by a combined force of the Maelstrom Warders. During the battle, Lugft Huron slays Overdog Rakka, the Ork Warboss, in single combat and is hailed as a hero of the people of Endymion.

901.M41 [The Destruction of Tithe Fleet VX542/11]
With preliminary judgements into the Badab Schism in the Segmentum Courts Temporal weighing in the Administratum's favour, an Imperial investigation fleet including representatives of the Adeptus Mechanicus Biologis Invigila and the Administratum Lords of the Karthargo Sector, is sent to Badab to demand the delivery of the Badab tithe and Chapter's Gene-seed requirements. The investigation fleet is fired on and destroyed as it attempts to force its way through the Badab system's 'ring of steel' and press its demands. Claim and counter-claim ensues in the aftermath as to how this tragic destruction has occurred. Karthan Sector Governor Tanit Koenig calls for the arrest and trial of Huron for treachery against the Imperium.

902-903.M41 [The Karthan Retaliation]
The Karthan Imperial Commanders take it on themselves to send two further punitive expeditions into the Maelstrom Zone under the auspices of Imperial Authority, both fleets are lost in unknown circumstances with intervention by the Astral Claws and their allies gravely suspected.

903.M41 [The Maelstrom Secession]
Huron produces his Articles of Secession which are also signed and ratified by the masters of the Lamenters and Mantis Warriors Chapters which they deliver to the Segmentum authorities. Around this time Imperial shipping passing through the Maelstrom Zone is attacked and contact with several still Loyalist worlds within the inner zone ends with garbled communications warning of attack and siege by Space Marine forces. The Karthans threaten all out war in response, sending direct appeals to several Space Marine Chapters to aid them. The Fire Hawks are the first to respond to their cause.

904.M41 [The Badab War Begins]
A vessel belonging to the Fire Hawks Space Marine Chapter is attacked and captured by the Mantis Warriors them into the worsening conflict. Matters swiftly escalate and the Fire Hawks, aided by the Karthan fleet throwing then launch a series of probing attacks towards Badab and the Endymion Cluster. The Fire Hawks are brought to battle against the Mantis Warriors on the feudal agri-world world of Iblis, and while they are so occupied, the Administratum-controlled system of Sagan and its orbital fleet anchorage (regarded as the gateway to the Maelstrom zone) is invaded and captured by the Astral Claws and Lamenters amid a great slaughter.

904.M41 [The Coming of the Executioners]
In payment of an ancient blood oath given to the Astral Claws, the Executioners Chapter also announces their armed support for the Secessionists, sending the warship Night Hag containing a full augmented battle company of space marines to back up their words. The rest of this notoriously grim and independent Chapter's forces assemble on their distant twin-home worlds of Stygia-Aqulion in preparation for war.

PRODUCT OF
ORDO HERETICUS

904.M41 [The Widening Storm]
The Marines Errant answer the call of the Fire Hawks for reinforcement, diverting a sizable force of five companies and a fleet of support vessels from the undertaking of an extra-galactic crusade in order to aid them. Matters steadily worsen throughout the year as more and more systems are drawn into the rapidly escalating war, and the Fire Hawks and their Karthan allies suffer heavy losses in battle.

STRICTLY
ORDO HERETICUS
EYES ONLY

905.M41 [The Eye of the High Lords]
With five different Chapters of the Space Marines now embroiled in open warfare, along with various naval detachments, local defence armies and the sectarian forces of various Adeptus now involved in what is rapidly accelerating to become the greatest conflict of its kind since the infamous Fourth Quadrant Rebellion, the Imperium's high authorities finally act. A triumvirate of Imperial Legates are despatched under the Seal of the High Lords to pronounce judgement over the ongoing strife in the Maelstrom Zone under orders to leave no stone unturned.

905.M41 [The Castigation of Sidon Ultra]
Legatine investigations carried out at Sidon Ultra, capital of the Karthago Sector finds Imperial Commander and Karthan Sector Governor, Satrap Tanit Koenig culpable for provoking the war, and she and the worlds she commanded are bitterly punished. The armed cross-sector conflict and its causes however remain unresolved and the war continues unabated.

IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED
THIS RECORD BY
NON-AUTHORISED
PERSONNEL
ON PAIN OF
EXTINCTION

AUTO-TRANSCRIPTOR SAVANT I. 42...................
AUTO-PURGATION SAVANT..GR 832...................
AUTO-LIQUIDATION SAVANT...X027...................

Liquidated

AUTHORISED...................

ORDO
HERETICUS

RESTRICTED
ARCHIVE

PURGATION WARRANT

PW

CLASSIFIED

COMPILED BY..

905.M41 [The Firebombing of Sacristan]

In what is widely regarded as a strategically wasteful and vainglorious assault, Lazaerek of the Fire Hawks uses his surviving Chapter fleet led by the Star Fortress Raptorus Rex to conduct a retaliatory orbital assault on the frontier planet of Sacristan, systematically laying waste to its few cities and slaughtering their inhabitants before retreating from the star system.

905.M41 [The Judgment of the High Lords]

The resolution of the Badab secession crisis is pronounced by the Terran Legates to be a matter of the Imperium's security rather than a civil conflict between local factions. They issue a demand for the unconditional ceasefire of all parties and the surrender of the Secessionists which is immediately rejected by Huron. As a result, orders are issued by the Terran Legates for the arrest pending trial of the Chapter Masters of all the Secessionist chapters and the seizure pending judgement of their worlds, goods and chattels.

905.M41 [The Loyalists Gather for War]

A major deployment of Space Marine forces is now brought into the war at the Legates' request to enforce their authority. The Red Scorpions Chapter form the largest part of this Loyalist Space Marine force, backed by battle companies drawn from the Salamanders, Raptors and Fire Angels Chapters, and the surviving Fire Hawks and Marines Errant are ordered to stand down from independent operations and submit to the high lords' authority. While Inquisitor Frain now has theoretical command of the forces prosecuting the Legatine Mission's orders on behalf of the High Lords, it is instead Verant Ortys, Lord High Commander of the Red Scorpions who is given overall tactical command of the unified 'Loyalist' Space Marine forces as Magister Militum; a 'first among equals', by the commanders of the other Space Marine contingents.

906.M41 [The Woe of Bellerophon's Fall]

The Mantis Warriors successfully draw a sizable portion of the Marines Errant contingent into a trap on the industrial moon of Bellerophon's Fall, and destroy much of the Chapter's command structure in a series of murderous surgical strikes.

906.M41 [The Vyaniah Raids]

Red Scorpions and Salamanders Strike forces conduct a three-pronged raid on the Vyaniah system, with the target of damaging its production capacity and orbital transhipping platforms.

906-907.M41 [Redeployment & Reinforcement]

With the arrival of contingents from the Novamarines and Howling Griffons Chapters to replace them in the order of battle, the Marines Errant withdraw entirely from the Badab War, while the few surviving Fire Hawks are forcibly retired to the rearguard by the newly appointed Magister Militum Commander Carab Culln of the Red Scorpions.

907.M41 [The Betrayal at Grief]

Lugft Huron offers an honourable parlay with the Loyalist commander Ortys in order to avoid further bloodshed in the outer reaches of the Grief system. The conference is attacked by unknown forces and confusion surrounds the events that follow. Chapter Master Verant Ortys of the Red Scorpions is killed along with Chapter Master Sartaq of the Mantis Warriors. Claim and counter claim ensued in the aftermath, with many on the Loyalist side blaming Huron for the attack, claiming it as a rank betrayal, while the Secessionists themselves lay the blame at the Inquisition as a plot to assassinate the Tyrant. With any possibility of rapprochement between the sides now effectively destroyed, the war swiftly worsens.

PRODUCT OF
ORDO HERETICUS

907.M41 [The Axe Falls at Khymara]

A surprise attack on the Executioners Chapter arriving in force in the Maelstrom Zone succeeds in destroying a series of Howling Griffon's garrisoned listening stations and the vital Astropathic relay complex on the night moons of the Khymara system. Outnumbered as well as overwhelmed by the force and speed of the assault, the Howling Griffons suffer huge casualties as the station's defence bastions fall one after the other despite their tenacious defence.

STRICTLY
ORDO HERETICUS
EYES ONLY

907.M41 [Huron's Sins Uncovered]

Inquisitorial interrogation of a Secessionist Apothecary captured during the battle for Vyaniah VII reveals the prisoner to be a former member of the Tiger Claws, a Chapter long thought lost. Further information gleaned from his interrogation gains the Loyalists knowledge of Huron's secret goal of transforming the Astral Claws into a force equal to a Space Marine Legion of old. Further covert investigation uncovers that the Astral Claws Apothecarion has been conducting heretical experiments in rapid zygote cultivation and while largely unsuccessful, thanks to the use of its un-tithed Gene-seed, the Astral Claws Chapter now stands at around an estimated three and a half thousand battle brothers strong.

IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED
THIS RECORD BY
NON-AUTHORISED
PERSONNEL
ON PAIN OF
EXTINCTION

907. M41 [The Wrath of the Minotaurs]

The Minotaurs, a fleet-based Chapter of dark renown and uncertain ties to the Inquisition, arrives in full strength in the Maelstrom zone in mid 907.M41, announcing their presence in the war by launching a full chapter-scale attack on Secessionist dominated mining facilities on Kyro, wiping out the Tyrant's Legion garrison and destroying the mine-works before moving on. The power of this Chapter quickly proved a decisive weight in the Loyalists' favour as Vyaniah and other worlds are taken by them after a series of bloody assaults.

AUTO-TRANSCRIPTOR SAVANT I. 42..............................
AUTO-PURGATION SAVANT GR. 332..............................
AUTO-LIQUIDATION SAVANT T. 027..............................

Liquidated

AUTHORISED..........

ORDO
HERETICUS

RESTRICTED
ARCHIVE

PURGATION WARRANT

COMPILED BY...

CLASSIFIED

907-909.M41 [The Green Tide]
Beyond the Badab War, massive Ork incursions and multiple Waaagh!s erupt, threatening the safety of the Ultima Segmentum. The Loyalist forces of the Novamarines, Raptors and Howling Griffons, all of which have suffered heavy battlefield attrition, are withdrawn. Fresh forces from the Exorcists and Sons of Medusa Chapters arrive to execute th final destruction of the Secessionists.

908.M41 [Condemnation]
In the face of this wanton heresy and deceit, and invoking full emergency authority, Inquisitor Legate Jarndyce Frain condemns the entire Astral Claws as Excommunicate Traitoris under sentence of death, and also places their allies as under official suspicion of heresy and treasonous contravention of Imperial High Law, although no immediate evidenc exists that they too have strayed so far from the path. This fact fundamentally alters the nature of the conflict itself, a a pall of secrecy descends over the true conduct of the war.

908.M41 [Inquest of the Renegade Chapters]
Inquisitorial missions are despatched by the Holy Ordos to the homes of the Mantis Warriors and Executioners to examine them for evidence of heresy, genetic tampering and moral deviance.

908-910.M41 [The Scourging of Cygnax]
Evidence acquired by Inquisitorial agents reveals an Astral Claws mission has been undertaken in concert with renegade human elements from the Golgothan Wastes to recover buried weapons stores from Cygnax, the Loyalists order a scourging of the world. The Atropos Clan company of the Sons of Medusa is given the chief role in this tas backed by a taskforce from the Exorcists Chapter they first blockade the planet before conducting a sector-by-sector sweep of the world.

[redacted]

PURGED FROM
IMPERIAL RECORDS

908.M41 [The Second Battle of Sagan]
In a major planetary assault, the Secessionists are driven from their fortresses on Sagan by the largest combined Loyalist force so far fielded in the War , combining the massed strength of the Fire Angels, Red Scorpions and Exorci supported by assault-specialised forces drawn from the Salamanders, Raptors and Sons of Medusa. The fighting prove particularly bloody and without quarter given by either side, with the Astral Claws resorting to the use of viral weapo that slew tens of thousands of the world's population. Rather than give up the strategically vital system, the Secessioni chose to mount a defence at any cost which ultimately destroyed a sizable component of their battle line and resulted in the highest death toll of any engagement of the war thus far and the loss of several key warships in a vain counter-attack on the system.

908.M41 [The Destruction of the Lamenters]
In the closing days of the year ,the Lamenters Chapter are brought to battle and hammered into surrender in bloody ship-to-ship fighting by the Minotaurs, effectively taking them out of the war and dealing a second severe blow to the Secessionists. Having suffered serious losses in defeating the Lamenters, the Minotaurs claim salvage rights to the crippled remnants of much of the Lamenters fleet and the wargear of the fallen, while the surviving Lamenters, barin few that remained at Huron's side during the battle, are incarcerated on a prison hulk orbiting the night-side of Sagan-amid rumours of their growing insanity in confinement.

PRODUCT OF
ORDO HERETICUS

908.M41 [The Angstrom Incident]
The Red Scorpions and Salamanders jointly conduct a secret plan of attack and sabotage to prevent the Secessionists from claiming the 'Bounty' of the independent forge world of Angstrom, which until now has maintained neutrality in the conflict.. In the confusion and destructions that follows, the Angstrom Mechanicus incensed by the outbreak of hostilities within their domain, assault both sides and drive them from the system, granting the Loyalists a major strategic victory.

STRICTLY
ORDO HERETICUS
EYES ONLY

909.M41 [Loyalists Dominate the Maelstrom Zone]
The Imperium Loyalists now have effective command of the Maelstrom Zone's major warp-routes, enabling them to rapidly move their forces across the region and subject many rebel worlds and outposts. From this point onwards, the Secessionists greatly reduced in fighting strength and ships, are hemmed in around a handful of heavily defended star clusters, and relegated to conducting scattered raiding operations and fighting a series of close defensive sieges.

IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED
THIS RECORD BY
NON-AUTHORISED
PERSONNEL
ON PAIN OF
EXTINCTION

AUTO-TRANSCRIPTOR SAVANT I. 42..................
AUTO-PURGATION SAVANT .GR. 632..................
AUTO-LIQUIDATION SAVANT..............................

AUTHORISED.....
....
....

ORDO
HERETICUS

RESTRICTED
ARCHIVE

PURGATION WARRANT

PW
75|X PO5T

CLASSIFIED

COMPILED BY...

910.M41 [Blood in the Dark Waters]
The mysterious and sinister Carcharodons Space Marines Chapter appear on the edge of the Golgothan Wastes and offer their services to the Loyalist cause against the heretics, claiming to have come in answer to a summons from Holy Terra. Culln, wary of his new allies, but taking council from Inquisitor Legate Frain dispatches them to the worlds of the Endymion Cluster to prove their worth. Here the Mantis Warriors, guided by the potent divinatory powers of their Chief Librarian, Ahazra Redth, have been holding out by conducting a protracted and highly effective guerrilla war. The Carcharodons descend on the worlds of Endymion with shocking fury, destroying the Mantis Warriors' ability to affect the war and soon forcing their final surrender. Appalled by the actions of their allies, the Fire Angels withdraw their remaining contingents from the war and return to their home world.

911.M41 [The Red Hour]
Following a successful Loyalist attack against the hidden secessionist base on Shaprias, a combined battle group of Executioners and Astral Claws ships disable the Salamanders Battle Barge Pyre of Glory after a surprise attack at the warp-transfer point near Calah, and forces the mighty Space Marine ship's surrender. The Astral Claws set about attempting to massacre their prisoners and harvest their Gene-seed, but this the Executioners will not countenance. The blood oath binding them to Huron's cause violated, the Executioners free the captives and turn on the Astral Claws, taking more than two hundred heads from their former allies in a single hour's furious conflict. From this point onward, the Executioners Chapter becomes a rogue element in the war.

911.M41 [The Tyrant Stands Alone]
Following what he regards as the treachery of his former allies, Lugft Huron announces in a recorded message that is relayed throughout the warzone that the Astral Claws and their subjects are no longer part of the Imperium of Man. Within Huron's remaining domains, all signs and symbols of Imperial authority, culture and creed are cast down in a firestorm of iconoclasm, and the mass executions on Badab Primaris of clerics and functionaries (most of whom have remained largely ignorant of the true cause and nature of the war), are said to last for weeks without pause.

911.M41 [The Battle of Piraeus]
A massive Loyalist offensive at Piraeus ends in near disaster as the Tyrant's forces trap and counter-attack the assault force, inflicting heavy casualties on the Red Scorpions and Exorcists and slaughtering tens of thousands of Imperial Guard and Inquisition forces in their transport ships as part of a mutually destructive space battle in the system which sees the fleets of both sides ravaged. Carab Culln is terribly wounded in personal combat with the Tyrant and only survives thanks to the desperate intervention of the Exorcists' battle barge Redeemer. The Loyalist assault blunted, they must now settle for a blockade of the Badab system while they rebuild their forces.

912.M41 [The Debt of Honour]
Salamanders Captain Pellas Mir'san takes it upon himself instead to seek out the leader of the Executioners, Thulsa Kane, and parlay a negotiated end to their part in the war. After a tense standoff in which the Loyalist forces come to the brink of warring among themselves, Mir'san is successful and the bulk of the Executioners leave the Maelstrom zone to return to their home system under oath to remain there until judgement is passed, while their leader Kane, his honour guard and the Night Hag voluntarily give themselves over to the Salamanders' custody and are interned at the Salamanders Chapter world of Nocturne until the end of the war.

913.M41 [The Siege of Badab]
With the remaining Astral Claws forced back at last to the hugely fortified Badab system and their allied Chapters surrendered or battered into submission, the war enters its final phase. A concerted attack by the fleet, elements of the Adeptus Mechanicus, the Red Scorpions, Star Phantoms, Carcharodons, Exorcists and Sons of Medusa breaks through the Badab system's 'Ring of Steel' assaulting its star forts and outer bastions in order to silence the legendary 'Big Guns' of the Badab system. Once the system is invested, a blockade on the outer system is mounted to prevent any attempt at escape, and further assault units including battle titans of the Legio Crucius (The Warmongers) and the forces of the Ordo Hereticus are brought up in preparation for the attack on Badab Primaris itself.

913.M41 [The Final Assault]
With Badab surrounded and under heavy bombardment from orbit, the final assault begins. The Star Phantoms and Carcharodons lead the attack. Facing bitter and determined resistance from the remaining Astral Claws, the Star Phantoms are soon caught in a bloody battle of attrition at the walls of the Palaceof Thorns. Elsewhere on Badab the forces of the Carcharodons conduct massed drop attacks against the planet's hive cities and infrastructure and even Titan reinforcements from the Legio Crucius, and succeed in crushing all resistance before them. As the battle enters its second day, the vast plasma-reactors that power Badab Primaris's hive cities are overloaded by Carcharodon strike teams as part of a merciless series of massacres and running battles with the tattered remains of the Tyrant's Legion. As the reactors begin to detonate, they rip apart Badab's landmasses, triggering massive earthquakes and volcanic eruptions and collapse its hive spires, hurling millions of tonnes of radioactive fallout and debris into the atmosphere. At the height of the desperate battle at the palace, much of which is now little more than a rubble-strewn charnel house, Lugft Huron is mortally wounded by the dying Star Phantoms Captain Zhrukal Androcles as he and his bodyguard attempt to make their escape as the citadel's lightning shield finally fails.

PRODUCT OF
ORDO HERETICUS

STRICTLY
ORDO HERETICUS
EYES ONLY

IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED
THIS RECORD BY
NON-AUTHORISED
PERSONNEL
ON PAIN OF
EXTINCTION

AUTO-TRANSCRIPTOR SAVANT L.42 ....
AUTO-PURGATION SAVANT... GR 322 ....
AUTO-LIQUIDATION SAVANT ... T.027 ....

Liquidated

AUTHORISED.........
....
....

ORDO
HERETICUS

RESTRICTED
ARCHIVE

PURGATION WARRANT

COMPILED BY..

PW
75JX POS

CLASSIFIED

913.M41 [The Death of Badab Primaris]
In the anarchy and ruin that follows the fall of the hive cities, the majority of the planet's population are exterminated within a few standard days, while surviving Loyalist and Secessionist forces alike scramble to flee the dying world. Several Loyalist transports are also shot down by the blockade ships in the confusion of the aftermath, and a single small warp-capable privateer manages to escape the Badab system into the Warp. Later intelligence reports suggest tha less than two hundred Secessionist survivors were on board, carrying with them their leader's broken body.

913.M41 [Trial and Punishment]:
The remaining Astral Claws, Executioners, Mantis Warriors and Lamenters are put on trial before a jury of their peers in the shattered wreckage of the Badab system, with their very existence at stake. A judgement is passed confirming that the Astral Claws are traitors most foul, guilty in taking up arms against the Imperium and deceitfully causing their brethren to do likewise. All surviving Astral Claws prisoners in Imperial custody are then put to the sword. It is further judged that the other surviving Secessionist Chapters must undertake a hundred year long penitent crusade to atone fo their transgressions.

913.M41 [The Star Phantoms' Prize]
As a bloody prize and in recognition for their efforts, the badly mauled Star Phantoms Chapter were given the reward of dominion over the once proud Badab Sector along with the task of policing its survivors. The Star Phantoms bring down their crippled battle-barge Memento Mori on the surface of the ice moon of Jahga in the Archaea system to serve as the core of their new fortress monastery and slowly began to rebuild.

913.M41 [The Sorrow of Tranquility]:
In the war's aftermath, the imprisoned remainder of the Mantis Warriors can only watch as a great swath of the Endymion Cluster's young males are culled by the Carcharodons, taken as potential initiates to replenish the Chapter's losses in the war while many of the Mantis Warriors' secret bases and cashes of wargear are found and ransacked. Afterwards the Carcharodons fleet departs toward the edge of known space.

915.M41 [Exculpation]
An Edict of Obliteration is issued by the Holy Ordos in regards to the Astral Claws, Tiger Claws and their master Huro and the task begins of wiping their accursed name and their sins from the pages of Imperial History. Sanitised and altered versions of the events of the war begin to enter the official record, while an Inquisition data-pogrom to purge extraneous or morally unworthy facts is conducted.

927.M41 [The Blackheart]
The first rumours reach the Imperial authorities of a powerful new corsair lord operating within the Maelstrom, styling himself Huron Blackheart.

PRODUCT OF
ORDO HERETICUS

STRICTLY
ORDO HERETICUS
EYES ONLY

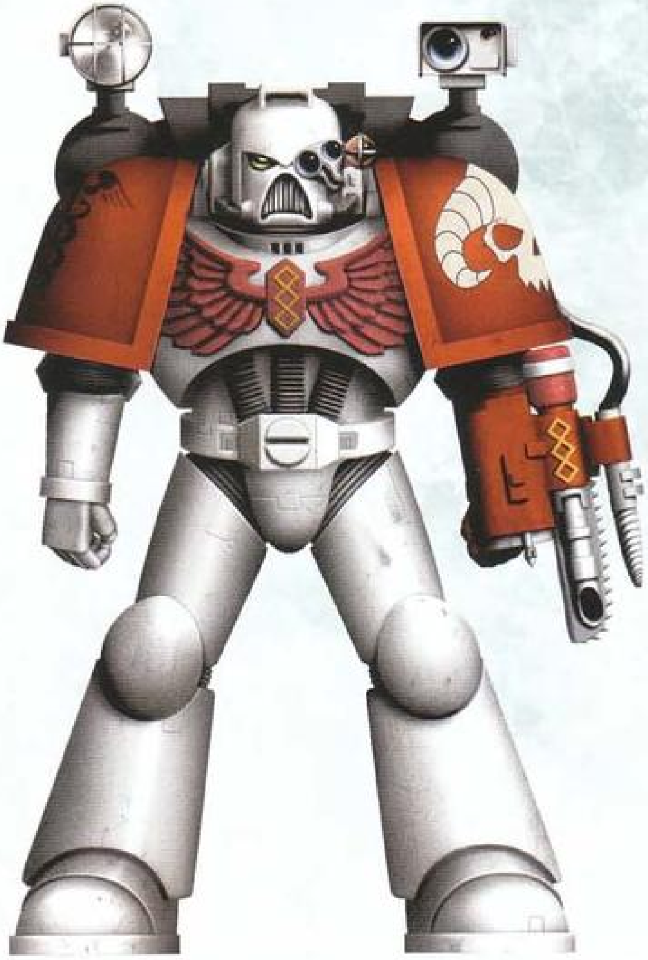
IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED
THIS RECORD BY
NON-AUTHORISED
PERSONNEL
ON PAIN OF
EXTINCTION

AUTO-TRANSCRIPTOR SAVANT I. Liquidated..............
AUTO-PURGATION SAVANT..GR..........................
AUTO-LIQUIDATION SAVANT ..T.........................

AUTHORISED.........

CHAPTERS OF THE BADAB WAR

PART TWO



Almoner-Apothacary Karsweltus
Exorcists Chapter

THE MANTIS WARRIORS

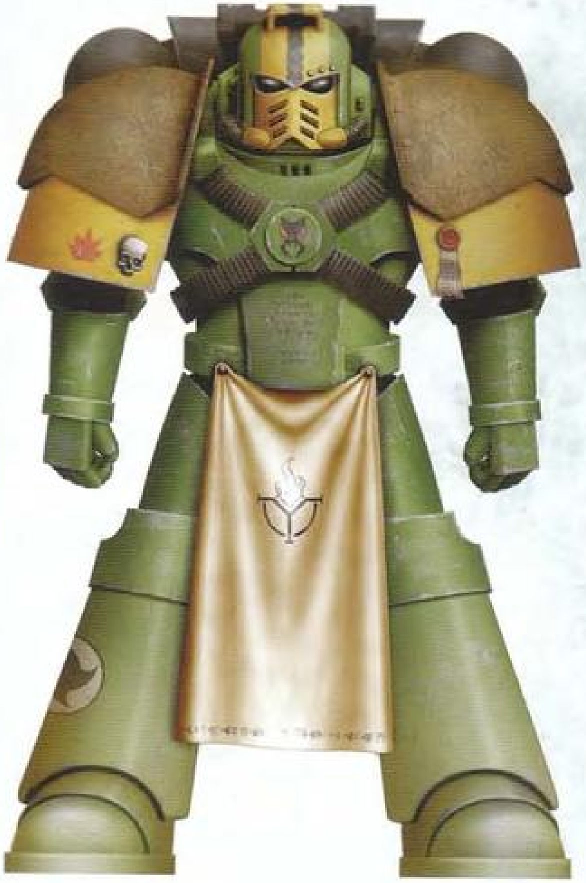
CHAPTER NAME:	MANTIS WARRIORS
FOUNDING:	UNKNOWN, ESTIMATED AS THE 8TH [CIRCA MID-M.34]
CHAPTER WORLD:	VARIOUS/ENDYMION CLUSTER
FORTRESS MONASTERY:	VARIOUS/THE VALLEY OF NINE WINDS [TRANQUILITY III] PRIMARY TRAINING FACILITY
GENE-SEED (PREDECESSOR):	WHITE SCARS [ASMD. MARAUDERS]
KNOWN DESCENDANTS:	NONE

"The winds of the desert care not whose bones they scour clean".
- Endymion proverb

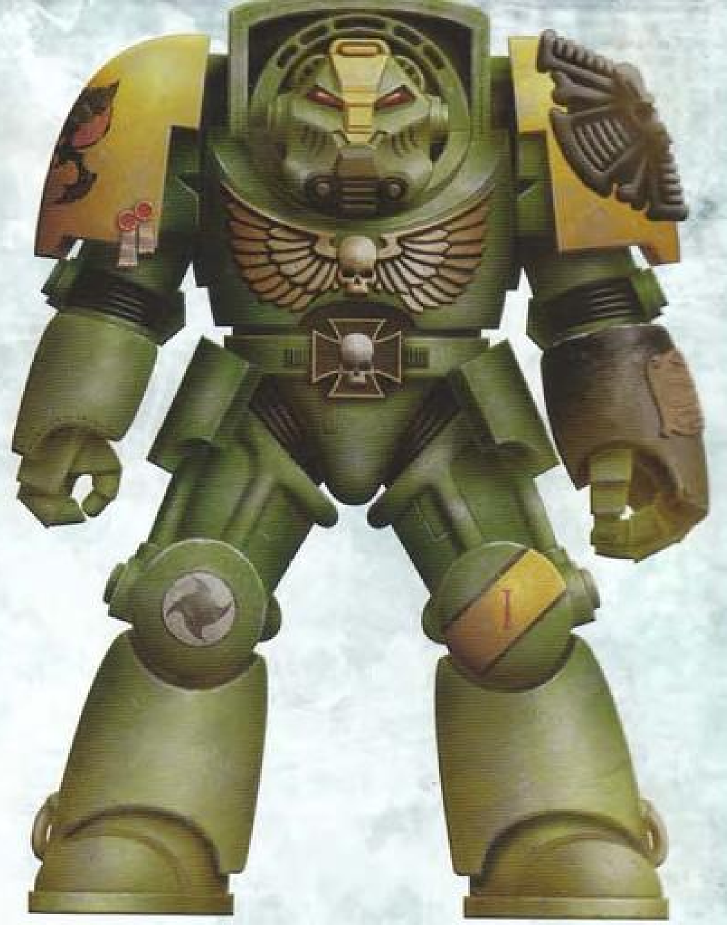
Renowned for their cunning and guile, the Mantis Warriors Chapter have long been one of the often unsung and overlooked defenders of the Imperium of Man. To those that know of them, they are renowned for their skill at guerrilla warfare, devastating ambushes and sudden overwhelming assaults. Like many Chapters who are fated to stand guard over far-flung border frontiers, or carry out armed vigils on dark regions of the galaxy where dread threats slumber, the Mantis Warriors have long stood alone in their watch, their autonomy seldom challenged and with none to come to their aid should events overtake them. This rarely broken solitude was to change in the year 587.M41, when by edict of the High Lords of Terra, the Mantis Warriors and their charges were incorporated within the newly formed alliance of Space Marine Chapters entitled the Maelstrom Warders. With this assignment came a long term alliance with two powerful and very different Chapters: the Astral Claws and the Lamenters - an alliance that would eventually prove the Mantis Warriors' undoing.

As with many Chapters of similar provenance, much of the details pertaining to the origins and early dispositions of the Mantis Warriors have been lost to the official record. Such teachings and lore the Mantis Warriors themselves retain on the matter have become so intertwined with myth and dense allegory as to be almost useless in divining certain facts. The earliest extant record likely to pertain to the Mantis Warriors can be found in the *Libris Gloriana* – a seven-hundred and seventy-seven volume treatise on the state of Imperial power commissioned for the ascension of High Lord Gogol after the Nova Terra Interregnum in 093.M36. The massive accumulation of knowledge in the *Libris Gloriana* represents a rare resource, but one that has been repeatedly suppressed and censored, and many doubt its veracity in general. Further difficulties in the text are raised by the particularly obscure dialect of High Gothic in which the treatise is written, which had been popular at the Terran court of the time. It mentions in bombastic terms a Chapter of the Adeptus Astartes *"...warrior legion of the Mantis* (or 'prophecy', the language is unclear)" *of the 8th Founding* (which would place its origins in the mid M34) of *"...the line of the great Khan, by his sons the Marauders"*. The text goes on to praise their successes in combating the traitors of the Eye of Terror, as well as crushing alien threats, and speaks of them as operating far from home but fails to name their Chapter planet or state the system in which it is to be found. That this elder Chapter spoken of in the *Libris Gloriana* and the Mantis Warriors of the Badab War are one and the same seems likely as the Chapter's own myths alludes to a great calamity in their past against which they undertook a crusade lasting many centuries. Most tellingly, the Mantis Warriors' gene-seed does bear the hallmarks of the White Scars bloodline (the Marauders Chapter being a 2nd Founding White Scars successor). This last piece of evidence is particularly compelling as owing to certain endemic biogenetic difficulties, the White Scars' gene-seed has historically been one of the rarest employed in the creation of new Space Marine Chapters, with less than a tenth of current Adeptus Astartes units owing their origins to the White Scars bloodline.

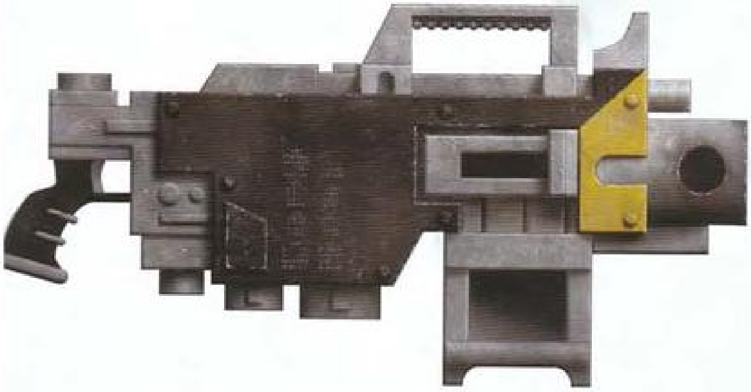
Accurate and detailed records of the Chapter only commenced in 455.M38 when the Magos Invilgia note conducting a gene-seed tithe on the Mantis Warriors. This evidence establishes them as being based within the Endymion Cluster, while noting the tithe collection overdue owing to hostile local conditions (a remark indicative of prior, more successful, tithes whose records are now lost). This compounds the evidence of several scattered clues as to the Chapter's presence in the area as much as a thousand



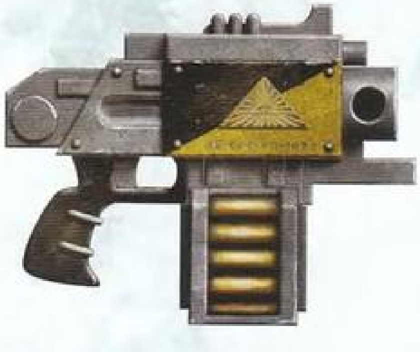
Veteran Sergeant Audamus
Mantis Warriors Devastator Reserve
Slain in the *Sorrow of Iblis*



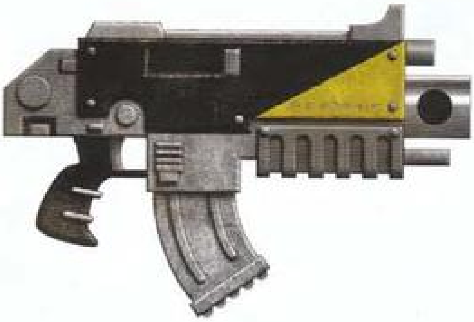
Terminator Brother Surabaya
Lost to the Void
The Betrayal at Grief



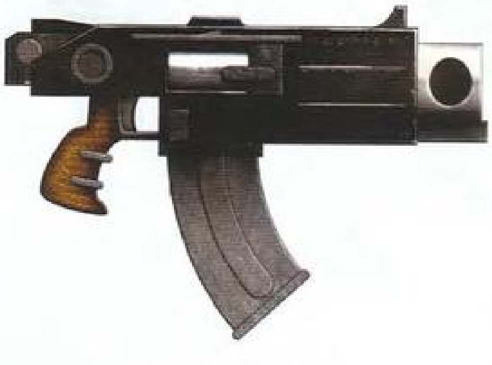
Astartes Maxima MKIV Heavy Bolter
Tactical Squad Support Weapon



Hecaton Variant MKIIIc Storm Bolter
Terminator Standard Issue



MKIII Pattern Bolt Gun
Badab Primaris Manufactura Issue



Umbra Pattern Bolt Gun
Mantis Warriors Chapter Forge

years previously, including the Chapter entering into the indigenous myths on Lastratti and Hu. This shrouded past is perhaps unsurprising as the Chapter itself has always displayed a fundamentally independent and aloof nature, largely uninterested in the wider affairs of the Imperium except where they intersect with the Chapter's own goals and those areas of wilderness space within their reach. Indeed, prior to their inclusion as part of the Maelstrom Warder force, it is telling that their closest common alliance with the Imperium's wider authorities was with the secretive Deathwatch Chapter, which has had its own long-standing interests in destroying the many alien forces at work within the Golgothan Wastes and the Maelstrom.

In characters, a Space Marine of the Mantis Warriors is perhaps more subtle and cunning than most with an uncommon streak of individualism and self-reliance. Each is a born survivor, a killer from the shadows, and the inheritor of a warrior lineage that descends from one of the Endymion Cluster's savage death world tribes or warring feudal states. These native traits are further honed and enhanced by decades of experience in the field and the quixotic ferocity inherent in the White Scars' gene-seed on which the Chapter is based. Unlike their forebears however, their savage hearts are tempered by a streak of dark mysticism, and rather than the fury of the thunderstorm, theirs is the focused power of a sudden hurricane that comes and goes without warning and leaves devastation in its wake.

ORGANISATION

The Mantis Warriors' deployment and organisation conforms closely to the tenets of the Codex Astartes, adhering to a standard structure of ten Companies, Chapter command, Apothecarion, armoury and fleet as normal. In practice however, the Chapter, owing to its isolated position and lack of resources, has for much of its recorded history had to fight under-strength, particularly in terms of heavy vehicles. This difficulty has been made worse by the almost continuous slow attrition of its forces, and its Companies have seldom operated with anything close to a full complement of Battle Brothers. This has led the Mantis Warriors over time to concentrate their resources and limited production capacity on wargear which they could best support and which most perfectly suited their favoured hit and run tactics. In particular even at its lowest ebb the Chapter has been able to field a considerable fleet of Thunderhawk gunships and other attack craft to ensure their mobility in battle.

Perhaps because of this history of shortage each Mantis Warrior maintains their wargear with a singular reverence, beyond even the high degree that is displayed by most Space Marines. Within the Chapter individual weapons and suits of power armour are handed down from generation to generation of Space Marines. Every custodian will in turn add their own embellishments, to the extent that each bolter and chainsword is a treasured and storied relic in its own right. This level of individualism in the ranks is further evidenced by a high degree of customisation in insignia, kill markings and other forms of personal adornment including prophetic sigils and warding prayers engraved on their armour or written on purity seals found among the Mantis Warriors Battle Brothers. Also of note is that the Chapter's individual Company markings are also represented often by larger symbols or stylised representations of arthropod or insectile forms instituted by that Company's present commander, (with the megafauna of the death world of Tranquility-III where the Chapter's recruits are trained providing much of the inspiration for this).

Addendum: The Protectorate of the Endymion Cluster

An enclave of Imperial worlds surrounded on each side by hostile wilderness space, the Endymion Cluster comprises a score of star systems (six of which can be regarded as of major importance) and lies due galactic east from Terra on the edge of the Maelstrom. This region, never sufficiently coherent enough politically or economically to become a true Imperial sector, stands on the edge of the abyss with the horrors of the Maelstrom at its back and the trackless alien-haunted expanse of the Gologothan Wastes between it and the core of the Imperium. There are few stable Warp routes in or out of the cluster, and such as there are, they are often plagued with corsair traffic, daemonic spectres and unexpected storms. It is this region which the Mantis Warriors have taken for their domain, and for thousands of years have guarded and shepherded its scattered and oft-beset worlds in the name of the Imperium from the many predations that have assailed them. Rather than a single fortress monastery or Chapter planet, the Mantis Warriors have long made a practise of maintaining a number of small bases, bastions and watch-stations across the cluster, many of them hidden with great skill. The largest and most important base was an area of the jungle-choked death world of Tranquility-III they named the Valley of the Nine Winds. This the Mantis Warriors used as their primary training ground for their initiates. The sworn duty of the Mantis Warriors has not only been vital to protection of the human worlds of the Cluster, but has also provided the Chapter with a secure base of operations. From here the Mantis Warriors have been able to strike into the Wastes and even into the heart of the Maelstrom where far greater threats exist than mere isolated packs of Ork raiders and renegades. The peoples of the Cluster's feral and feudal worlds for their part have always viewed their protectors as warrior spirits sent by the Emperor. They are worshipped as defenders that have stood between them and the legions of hell since time immemorial, and their loyalty to the Mantis Warriors is bred in the bone. During the Badab War, these peoples would side faithfully with the Chapter, the eventual punishment for which would be grave indeed.

One beneficial consequence of the Mantis Warriors being attached to the Maelstrom Warders was that particularly after Huron took charge, supplies and equipment flowed to the Endymion Cluster to replenish the Chapter's failing stockpiles. This served to renew the Mantis Warriors' fighting strength, particularly in terms of heavy munitions, Rhino chassis variants and most importantly Mark VII pattern powered armour (which the Mantis Warriors freely incorporated piecemeal into their older stocks which had primarily consisted of ancient and long-maintained Mark V and Mark VI suits). It also bound he Mantis Warriors, who were by nature highly independent and wary of outsiders, to their fellow Warders and the Astral Claws in particular. Ties of honour that were then sealed in blood as the Warders fought together o purge the Maelstrom Zone.

SELECTED BATTLE HONOURS

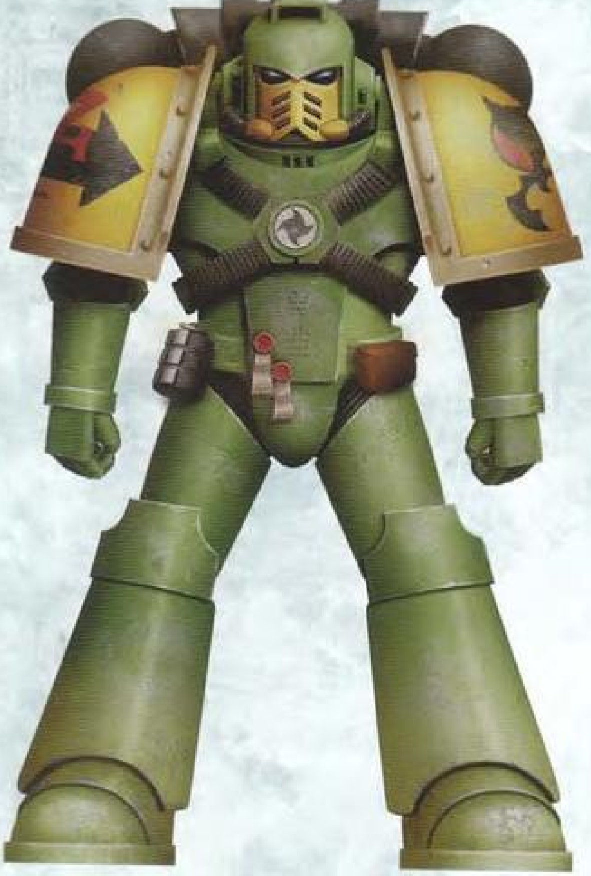
The Hunt for Kharfra the Antipath [330.M39]

After the failed assassination attempt on the life of the Ecclesiarch Nyber Vasille revealed the corruption of Cardinal Kharfra, the false priest and his hitherto secret Chaos cult led before Imperial justice, sowing destruction across the Segmentum Solar in their wake. Declared Traitoris Extremis from every pulpit the word of the holy Ministorum could reach, he Imperium-wide hunt for the Antipath and his followers was to ast for decades, but it would be the Mantis Warriors who would eventually nd the damned Kharfra himself. ntelligence ripped from the souls of enegade corsairs by the Chapter's ibrarians gave the first hints that this rch-enemy of Mankind had found efuge among the Chaos-worshipping enegades of the Golgothan Wastes. This sparked a five year manhunt by he Chapter that led eventually to the iscovery of a secret stronghold in the re-Imperial ruins on the death world f Parasis. Infiltrating the noisome ungal rainforests that surrounded he stronghold, the Mantis Warriors ttacked without warning, taking on a orce of mutants and heretics five times heir number in a deadly night assault. n a matter of hours the stronghold, now littered with the corpses of its defenders was overturned to locate their quarry and Kharfra, now a rolling mass of blistered flesh twisted by the fickle powers of those he served, was eventually scorched from his refuge in the reeking sewers below the fortress, still snarling overweening arrogance and hubris. Thus captured, the prisoner was taken in chains by the Mantis Warriors to the Inquisition watch-hold on Valsingam for final examination and judgement, garnering the Chapter high accolades from the Ecclesiarchy.

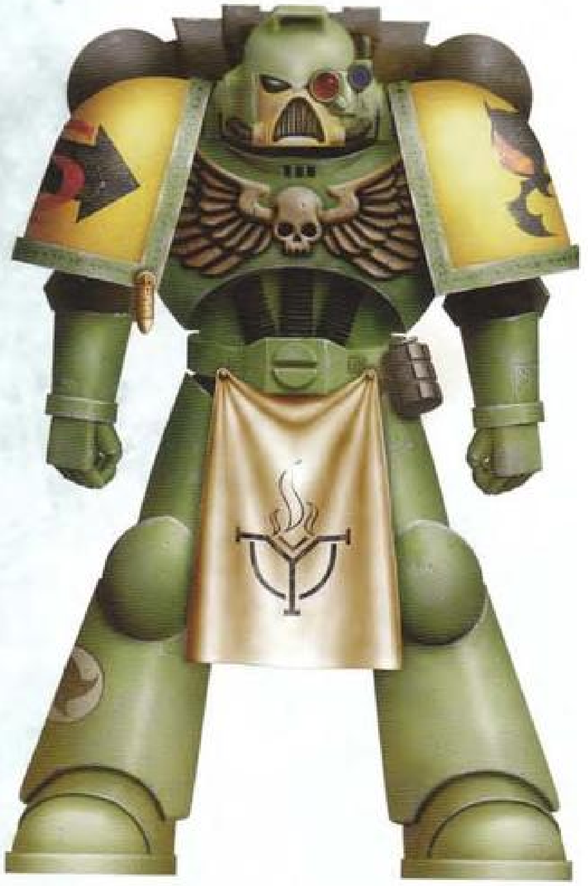
The Scourge of the Slave Lords [901.M40]

During the latter part of M40, assaults by the Maelstrom's denizens were at their highest levels for over two thousand years, and although this mounting threat would lead eventually to the formation of the Maelstrom Warders, for a time the Mantis Warriors stood all but alone against the terrible forces ranged against the Imperial worlds near the Maelstrom's edge. Thinly spread and utterly outnumbered, the Mantis Warriors fought displaying not only unyielding courage but intelligence, luring enemies into punishing ambushes, fighting only where the advantage was theirs, and fading away before they could be tied down and overwhelmed. But while their tactics proved effective against brutish Orks and even more so against insane cultists and renegades, the Dark Eldar reavers known to the worlds they victimised simply as the "Slave Lords" were a different matter. Inhumanly cruel and with the malignant patience of spiders, the Eldar's dark kin were things of smoke and glass-sharp shadows, impossible to find and far too cunning to easily bait. For more than sixty years the Slave Lords scourged the Maelstrom Zone, their blood-dark serrated ships descending on unprotected worlds, carrying off thousands screaming into the night sky, praying on ill-defended convoys and murdering isolated outposts cut off far from aid. After three-score battle brothers of the Mantis Warriors died valiantly in a vain attempt to protect the foremost shrine-city of the feudal world of Tranquility-II from the Slave Lords' predations, the whole Chapter turned their collective will to bringing about the Slave Lords' fall. Turning to the Mantis Warriors Librarians, famed for their skills in subterfuge and misdirection to hide their actions from sight, the Chapter hatched a plan to entrap their vile enemies by providing them with a target too great for their vanity and appetites to ignore. Publicly vowing that Tranquility would be defended at any costs, they posted extra piquet vessels in the system and began to gather the planet's small population in a single city-encampment, defended by two forces of Mantis Warriors, one seen and the other concealed beneath the desert sands on which the camps rested. Very soon, a series of probing raids occurred in the nearby systems, behind which the Chapter's Librarians determined a sophisticated pattern designed to tease apart a flaw in Tranquility's defences, allowing the reavers to slip though. When news came of a heavy raid on the vital void mining colonies of Sigard, the Mantis Warriors gambled that this was the grand diversionary attack they had been waiting for, and under the deception of leaving a skeletal force to defend the million-plus souls now waiting fearfully in the camps, their ships departed the system at speed.

As all but empty Mantis Warriors strike cruisers gave the appearance of a full Chapter response departed the Tranquility system, seemingly from nowhere, the twisted, dagger-like forms of Dark Eldar vessels appeared in Tranquility's skies. Before them burning black disks ripped into existence; holes in the fabric of reality from which shark-like skimmers and razor-winged skiffs poured forth to descend on the encampments, shrieking like creatures of nightmare. With hardened hearts the Mantis Warriors waited in silence as the Dark Eldar reavers committed to the attack and hundreds of refugees died screaming to slicing whisper-thin blades or were struck down in their droves by storms of hypersonic poisoned splinters. These martyrs' deaths had bought the enemy within the Chapter's grasp and their trap was sprung. From the desert sands beneath the camps the Mantis Warriors rose up in a vengeful fury to tear their foes from the skies. Elsewhere, hidden in the dune-seas of the deep deserts,



Brother Herrodus
Awarded the Veteran's Laurel
The Ambush at Bellerophon's Fall



Brother Qui
Slain at Sagan
Note: The Display of the Chapter's Sigil of Prophecy

two Cobra class destroyers, buried more than seven months previously, shook off the covering shrouds of sand from their sunken prows and fired their torpedoes at point blank range into the bellies of the Dark Eldar ships high above. The torpedoes' fusion warheads, designed for space combat, burst like exploding suns above the arid land. As fire and wreckage fell from the skies the hurricane strength blast-winds scattered the alien skimmers like dead leaves and drove sand and dust before them in walls hundreds of metres high. The Mantis Warriors' blades were wetted with alien blood in the tumult as the lithe and murderous Dark Eldar were thrown into confusion and disorder. The surviving corsair ships, badly wounded by the surprise attack, struggled to escape Tranquility's orbit and abandoned their kin below to their fates, only to be caught and destroyed in the outer system by the returning Mantis Warriors strike cruisers as the last part of the Chapter's vicious trap slammed shut.

The Mantis Warriors revelled in their revenge, offering no mercy to the blinded and broken enemy, many of whom died not at the hands of the Space Marines, but were brought down by mobs of desert tribesmen whose terror had been transformed into wrath. As the winds finally died away and the fires muted, thousands of human lives had been martyred, but the scourge of the slave lords was ended and the lives of many thousands more had been saved.

BADAB WAR DISPOSITION

At the outset of the Badab Conflict, the Mantis Warriors were somewhat below full strength, having recently conducted several heavy raids into the fringes of the Maelstrom, and suffered significant losses to their 4th Company purging a Genestealer infestation on Verkruz. This left them with what is believed to have been an effective frontline strength of a little over eight-hundred Battle Brothers, with sixty to eighty Scout initiates, as well as their servitor auxiliary corpus and numerous Chapter bondsmen spread out among their scattered bases and ships. The Mantis Warriors Chapter fleet stood at a single battle barge, three strike cruisers, two vanguard cruisers, six armed transports and at least nineteen escort and attack vessels o varying types and classes, including several formerly renegade and re-commissioned xenos vessels that the Chapter utilised for infiltration attacks

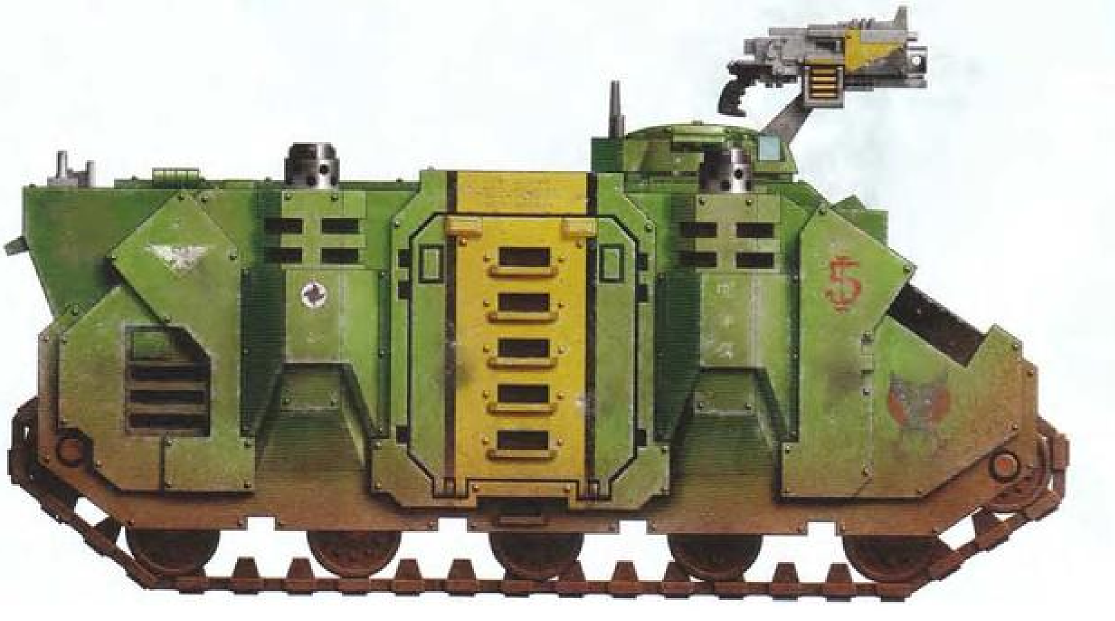
The reason for the Mantis Warrior's involvement in the Secession was a simple one: fiercely territorial and loyal to their allies, they considered the oaths of brotherhood taken wher the Maelstrom Warders were formed as utterly inviolable. They saw an attack on one of the Warders, even by the Imperium itself, as an attack on all. The protectiveness with which the Mantis Warriors regarded their domains would also lead the Chapter to hold the dubious honour of having fired the first shots in anger against their fellow Space Marines in the Badab War. This occurred when in 904.M41 they attacked and captured the Fire Hawks vessel *Red*

Harbinger; the ship had encroached upon their territory and refused demands to stand down and be boarded. This act brought them into open conflict with the Fire Hawks and their Karthan allies and crossed a line of no return for the Chapter.

As the conflict progressed, the Mantis Warriors were actively engaged in the Secessionist war effort at all levels, operating as part of the wider strategic Secessionist deployments, rather than system-by-system. For much of the Badab War, the Chapter played to its great strengths and expertise; fighting guerrilla campaigns against numerically superior foes, and frequently employed hit and run tactics, raids and ambushes, and among the Loyalist forces only the Raptors seemed able to match them for guile. The most notorious of the Chapter's ambushes in the war was the trap at Bellerophon's Fall which was to leave the Marines Errant shattered in its wake. As the Badab War continued and the Loyalist forces set against them grew, the Mantis Warriors, despite their cunning and skill, began to increasingly suffer levels of attrition they could not sustain, as well as bitter blows to the domains they had protected for so long, such as the retaliatory firebombing of Sacristan. These losses were to worsen as fresh Chapters joined the struggle and Loyalist gains effectively drove a wedge between the Endymion Cluster and the rest of the Maelstrom Zone, cutting the Mantis Warriors off from ready aid.

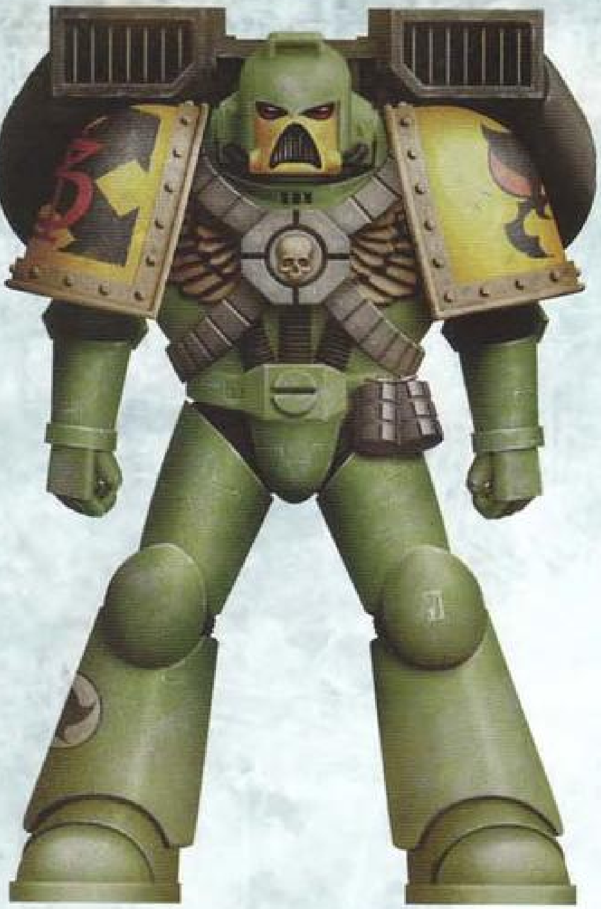
There is evidence to suggest that by 908.M41 the Chapter was starting to have grave misgivings both over the course the Secession was taking and the true nature and goals of the Astral Claws, and their leader Lugft Huron - particularly after the death of the Mantis Warrior's Chapter Master Yarvan Sartaq in the Tyrant's company during the attack on the disastrous parlay at Grief. But by this point the die had been cast, and too much blood had been spilled on both sides for anything but a violent resolution to be reached as to the Mantis Warriors' fate. It was at this time that the figure of Ahazra Redth, Chief Librarian of the Mantis Warriors and known to his Chapter as "the Dust Prophet" rose to prominence, effectively becoming master of the Mantis Warriors until the end of the war. Ahazra Redth further distanced his Chapter from the machinations of the Tyrant of Badab, but true to their word, both he and the Mantis Warriors remained a fighting part of the Secessionist cause until the bitter end. It is a testament both t Ahazra Redth's skill as a commande and the strength of his divinatory powers, that even isolated, vastly outnumbered and facing the murder onslaught of the Carcharodons Chap towards the war's end, he and his dwindling forces managed to avoid extermination, let alone inflict losses their foes in defence of their domains

Both the Endymion Cluster and the Mantis Warriors would pay a terrible blood price for their role in the Badab War, with under three hundred Battle Brothers left to face the Imperium's judgment. Ahazra Redth's fate remai unknown, and although he is said by some to have perished in the last day of fighting on Tranquility-II, his body was never found. In the aftermath of the Badab War, the Mantis Warriors a left a ravaged Chapter, stripped of the ancient domains, chattels and honou and condemned to endure a one hundred year penitent crusade to pay for their crimes. The long-term surviv of the Mantis Warriors as a Chapter o the Adeptus Astartes remains doubtf

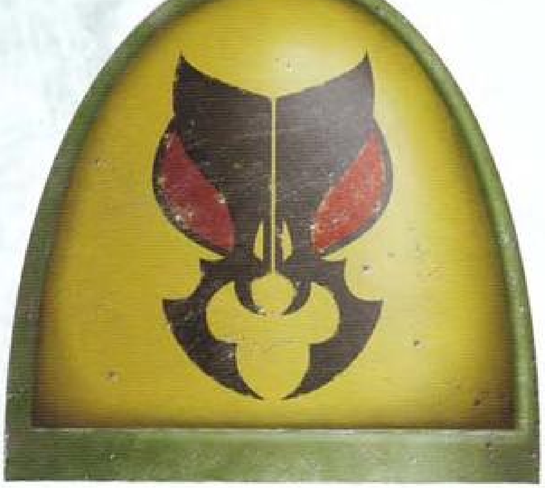


ASSAULT SQUAD SARAKEN

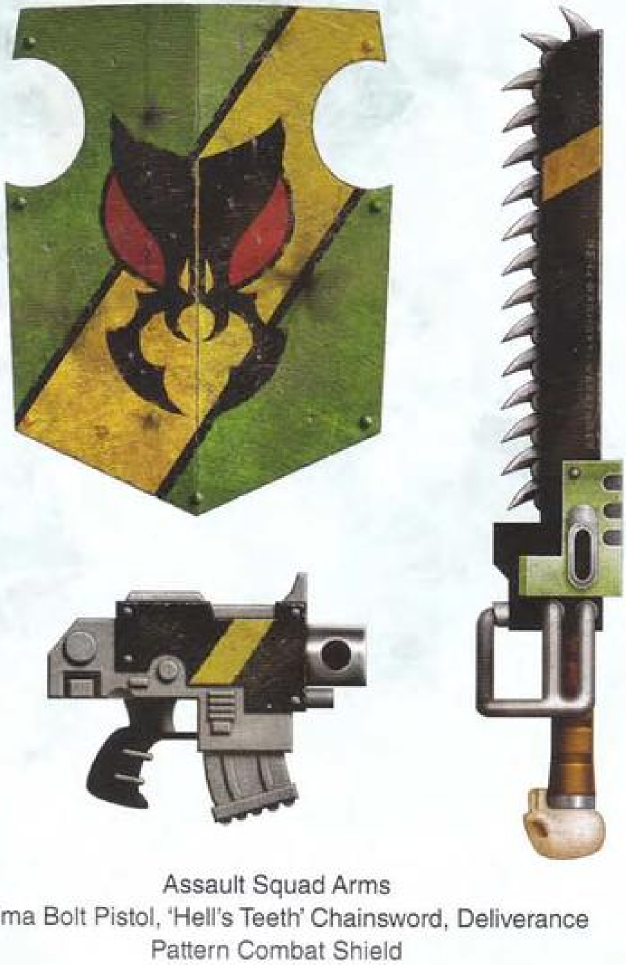
MANTIS WARRIORS
3RD BATTLE COMPANY



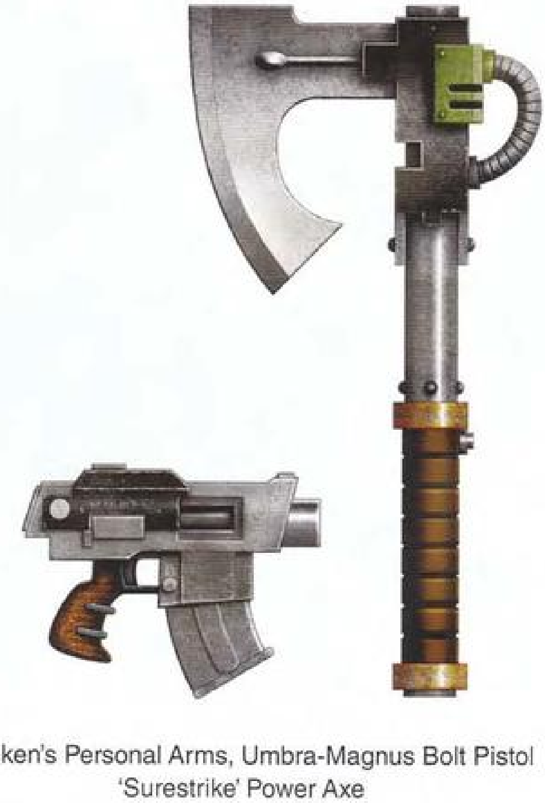
Veteran Sergeant Saraken
Slain Leading the Defence of the Ful'Souk Settlement,
Tranquility II



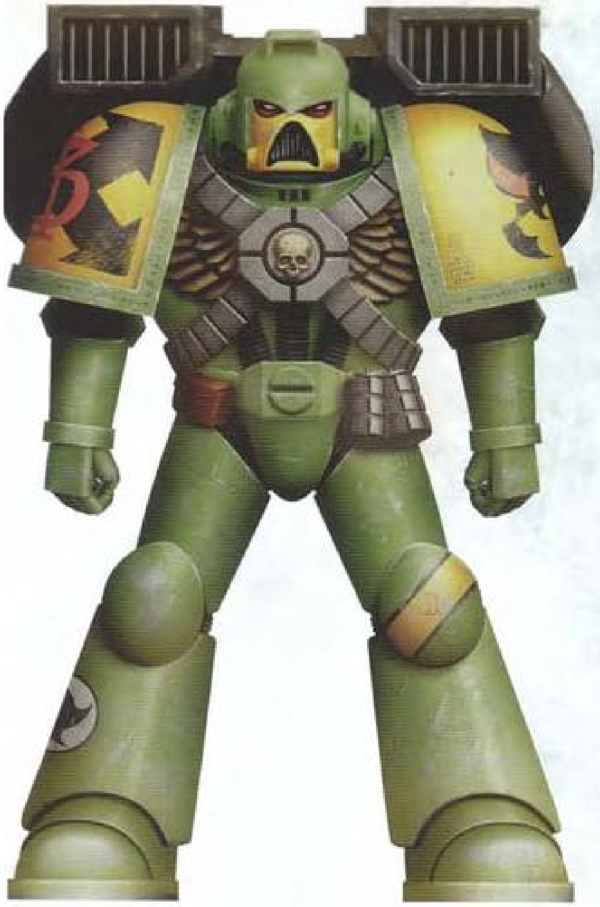
Mantis Warrior Chapter Icon
Common Armorial Use



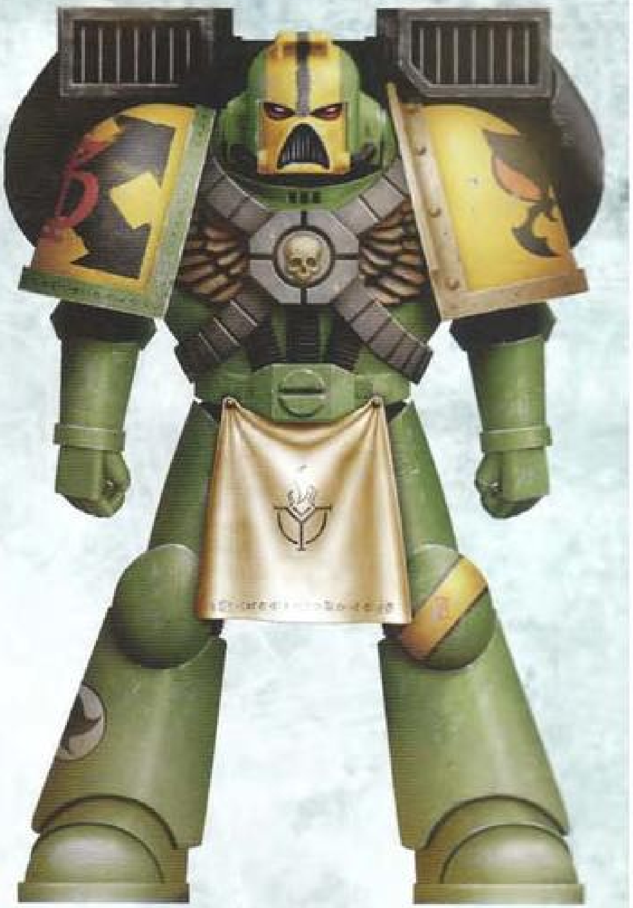
Assault Squad Arms
Ultima Bolt Pistol, 'Hell's Teeth' Chainsword, Deliverance Pattern Combat Shield



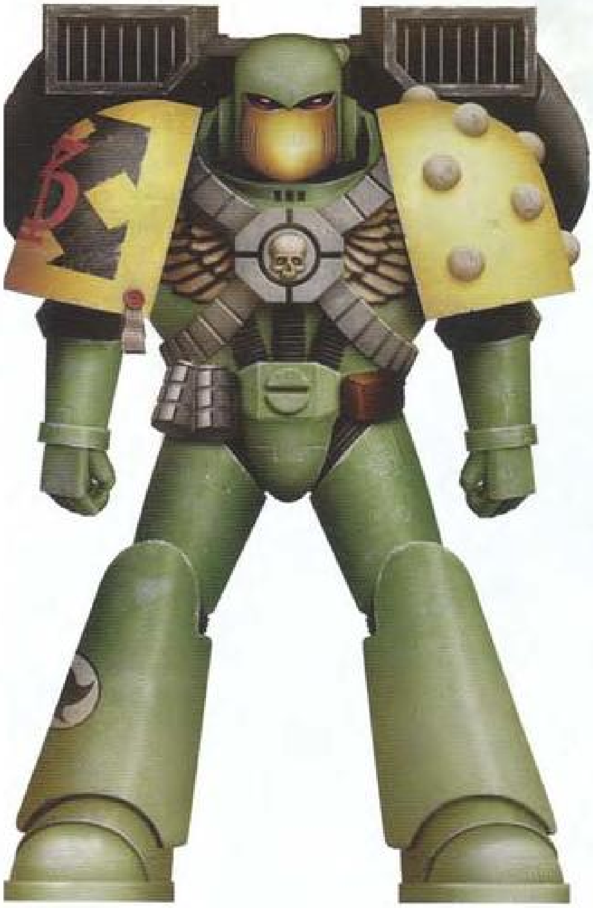
Saraken's Personal Arms, Umbra-Magnus Bolt Pistol
'Surestrike' Power Axe



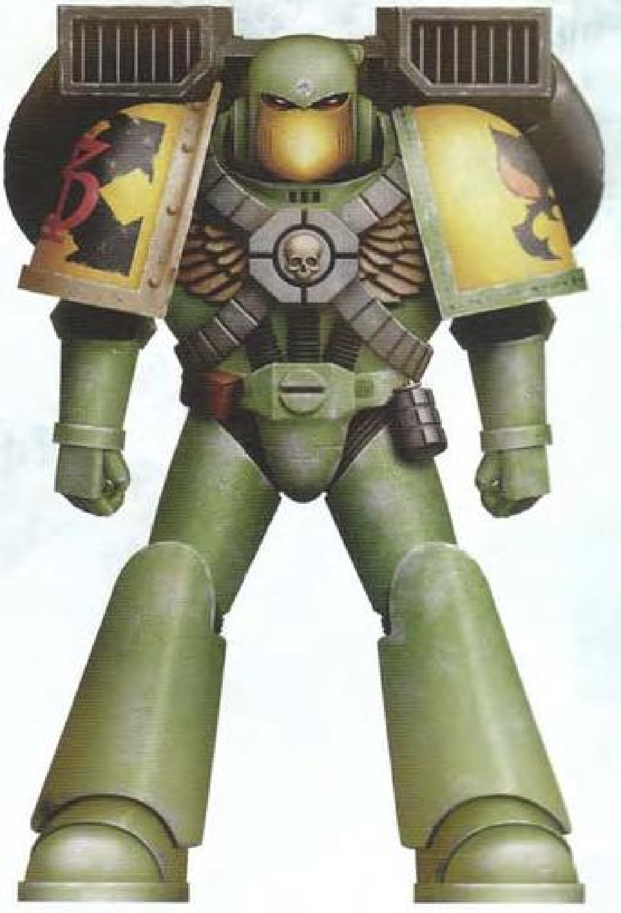
Brother Azhira
Slain During the Defence of the Ful'Souk Settlement,
Tranquility II



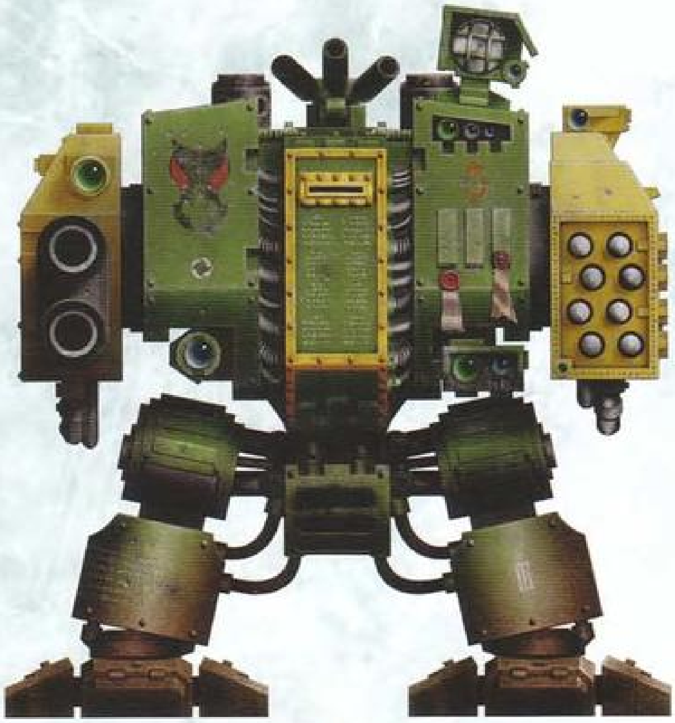
Brother Kedar
Survivor, the Defence of the Ful'Souk Settlement,
Tranquility II



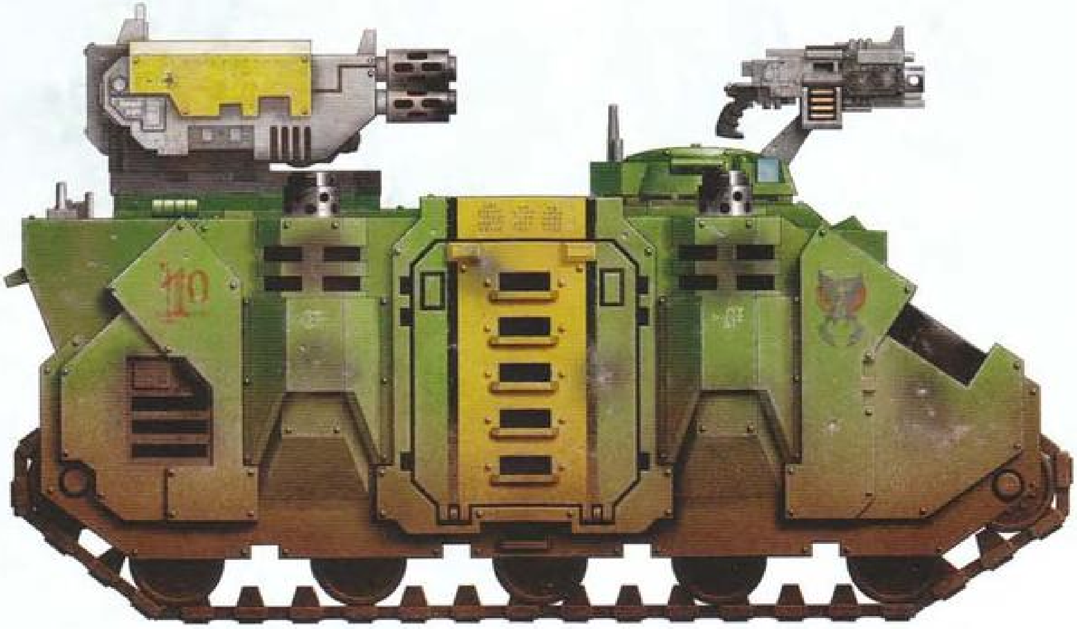
Brother Zenobus
Honoured as an Enemy for Valour by the Fire Angels
Slain During the Defence of the Ful'Souk Settlement,
Tranquility II



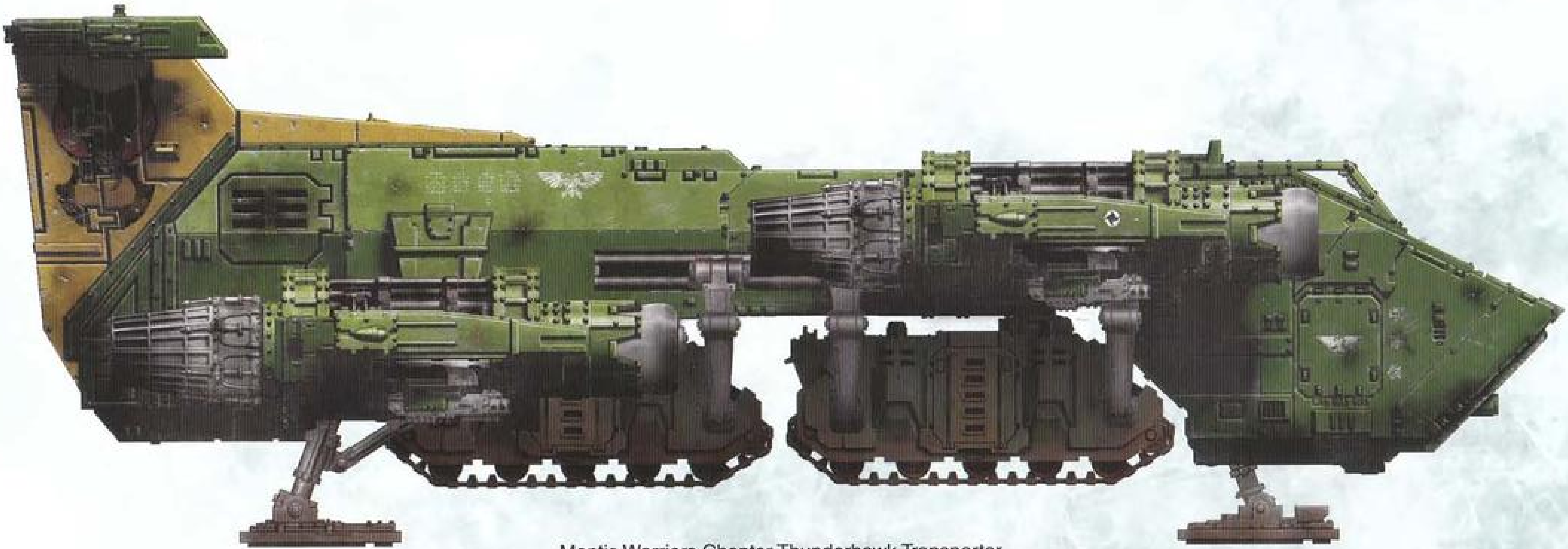
Brother Damaskan
Slain During the Defence of the Ful'Souk Settlement,
Tranquility II



The Venerable Secarssa
'The Bow of Ma'dan'
Dreadnought of the Mantis Warriors Chapter
MKV Dreadnought, Anti-Armour Configuration
Destroyed in Glorious Battle, the Siege of Endymion Prime



Mantis Warriors Chapter Razorback, Unknown Designation
Destroyed in Action, Bellerophon's Fall



Mantis Warriors Chapter Thunderhawk Transporter

'Maledictor Audax'

Confirmed in Operations, Bellerophon's Fall, Galen VI, Isin and Endymion Prime

THE SALAMANDERS

CHAPTER NAME: .... THE SALAMANDERS
FOUNDING: .... 1ST (LEGION NUMBER XVIII)
CHAPTER WORLD: .... NOCTURNE
FORTRESS MONASTERY:............. PROMETHEUS [LUNAR BASE]
GENE-SEED (PREDECESSOR): .... NONE
KNOWN DESCENDANTS:.............. (NONE CONFIRMED: APOCRYPHAL SOURCES INFER THAT BOTH THE STORM GIANTS AND BLACK DRAGONS OWE THEIR GENE-SEED LINEAGE TO THE SALAMANDERS, ALTHOUGH THIS REMAINS UNPROVEN).

> *"On the Anvil of War are the strong tempered and the weak made to perish, thus are men's souls tested as metal in the forge's fire"*
> - The Primarch Vulkan

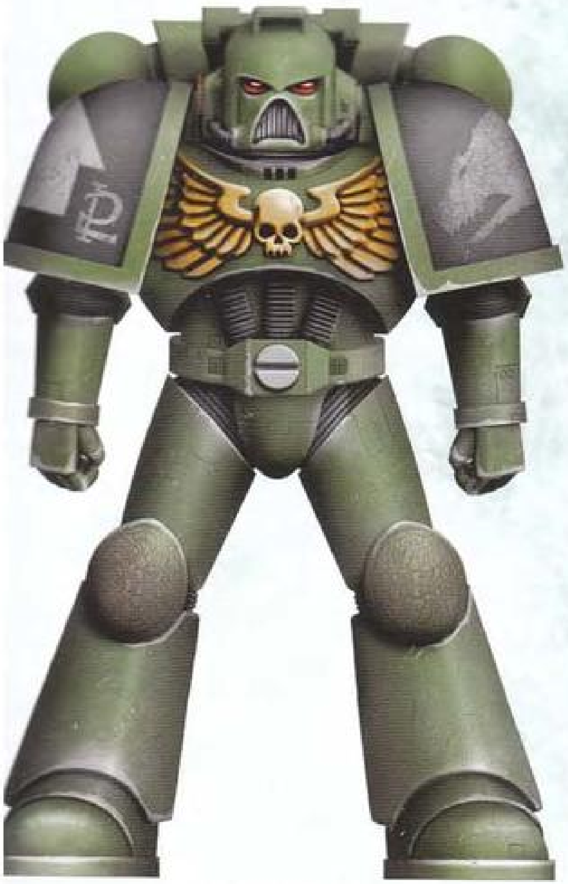
A Space Marine Legion of the 1st Founding and scions of the Primarch Vulkan, the Salamanders Chapter have a rich and honoured history and an unwavering reputation as being among Humanity's most steadfast defenders. Born of fire and darkness on the deadly volcanic world of Nocturne, there are few stauncher warriors even among the Adeptus Astartes and their intelligence and artisanship is only matched by their skill at arms. Nocturne itself is a vision of hell, a blasted volcanic landscape shrouded in clouds of ash, and riven with earthquakes thanks to its orbital tidal lock with the giant, barren moon of Prometheus. It is incredible to imagine that human life can survive on Nocturne's surface, but survive it has since before the Imperium, and it was onto this desolate and shattered earth that the fledgling Primarch Vulkan fell. With the visitation of the Emperor to Nocturne, the Primarch was reunited with his Legion, who, although as never as great in numbers as others, quickly carved themselves out a reputation for stubborn tactics, superior wargear and inviolate honour during the Great Crusade. When the horror of the Horus Heresy shook the foundations of the Imperium, the Salamanders stayed steadfastly loyal and paid the price for their incorruptibility during the tragedy at Istvaan V. Here along with the Iron Hands and the Raven Guard Legions, they bore the brunt of the Traitor Legions' betrayal and suffered savage losses. The Salamanders survived the wars of the Heresy and slowly rebuilt their strength, although such were their casualties that they did not need to further subdivide their Legion into successor Chapters. Instead their surviving Battle Brothers were reorganised by Vulkan, who was a strong supporter of Guilliman's reforms of the Space Marine Legions, into a pattern of organisation which they have maintained to this day. In doing so Vulkan also created the Chapter's Promethean Cult, which encompasses its doctrines and deepest secrets.

The physical characteristics of the Salamanders Space Marines are themselves striking and brought about by a combination of their gene-seed, Nocturne's erratic gravitational and radioactive forces, along with the unique genetics of the population that has evolved to survive them. The Battle Brothers of the Salamanders are powerfully built, even for Space Marines, and are possessed of obsidian-black skin and burning red eyes. This almost daemonic appearance, although entirely superficial in nature, is treated as but another tool in the Chapter's arsenal, and has been used by them to great effect to terrify and intimidate more than one rebellion into submission without the need to destroy it.

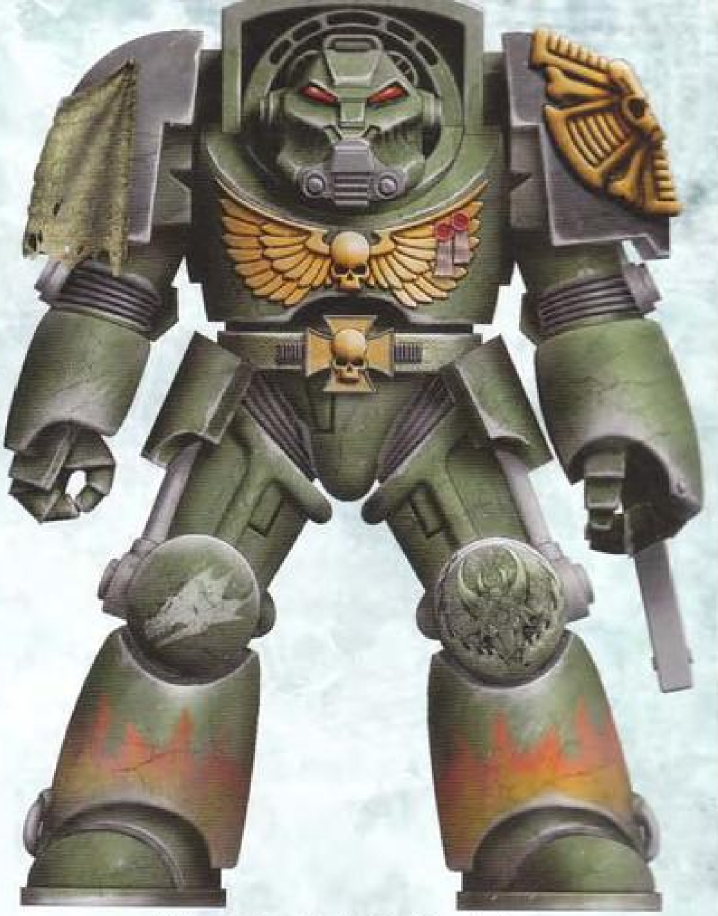
In the millennia that have passed since the dark times of the Horus Heresy the Salamanders have fought in wars uncounted, and in doing so gained an unmatched reputation for wisdom and stubborn determination in battle. It is rightly said of the Salamanders that they are neither quick to anger, nor do they sow destruction without first exercising due judgement, but once they have decided to unleash their wrath it is as unstoppable and terrible as the volcanic fury of their home world.

ORGANISATION

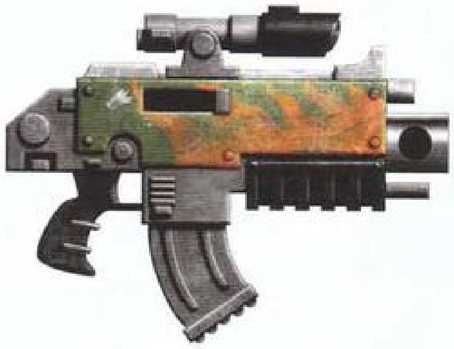
Although the Salamanders follow the tenets of the Codex Astartes in their spirit, their structure and operations differ significantly from the norm. The reasons for this deviation are partly owing to the nature of the Chapter's unique and ancient history, as well as the influence of their Promethean Cult and also by their situation on Nocturne. The Salamanders Chapter operates a total force of seven line companies, each with a nominal active strength of a hundred and twenty Battle Brothers in addition to a sub-company of Scouts serving out their training. Each of these seven companies symbolically represents Nocturne's primary sanctuary settlements, and it is these settlements and cities which serve as a focus of the Chapter's recruitment and governance on the planet and also exhibit their own unique influences on the Chapter's traditions.



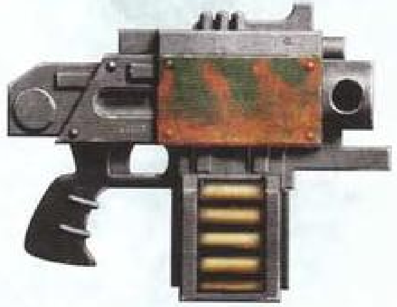
Brother Arion
Salamanders 2nd Company
Taken to the Emperor's Grace
The Battle of Sagan's Moon



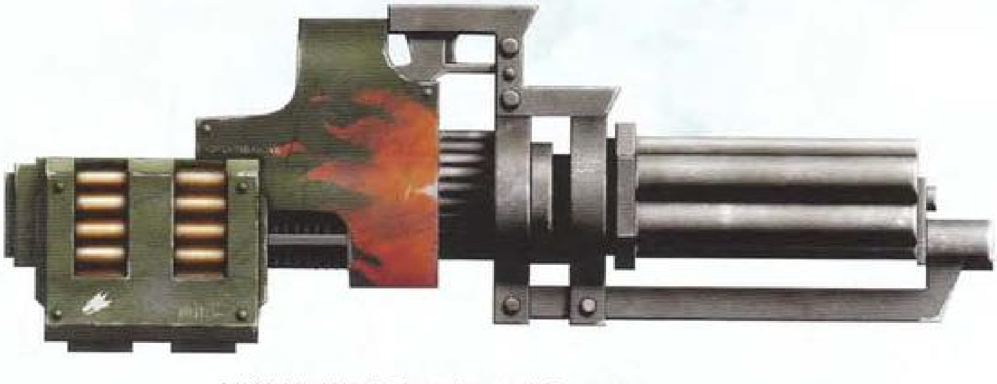
Veteran Terminator Brother Sa'kan
Firedrake and Proctor of the Promethian Cult
Awarded the *Order of the Fire of Ry'lan*
Surngraad Assault



Nocturne-Ultima Modified
Bolt Gun, Augmented Sighting



Nocturne-Ultima Modified
Storm Bolter



MKII Absinia Pattern Assault Cannon
Terminator Fire Support Issue

The strong links between the Salamanders brethren and the people of Nocturne serve to create bonds of kinship and loyalty within each company's ranks, and it provides the Chapter with a direct connection to the cycle of Nocturne's history. An inevitable degree of rivalry between the Salamanders companies is also fostered by the nature of this relationship as well, which only pushes the Salamanders Battle Brothers to greater heights of achievement and glory. The Chapter's traditions regarding its recruitment however does also unfortunately serve to slow its turnaround of new initiates, a matter further compounded by the fact that Nocturne's population base is relatively small, although its people, hardened survivors all, are strong of constitution and psychologically resilient, making them excellent subjects for initiation into the Chapter.

Another noteworthy feature of the Salamanders is their ability to field advanced weapons and wargear of a quality almost unequalled by any other Space Marine Chapter. Spurred on by the teachings of the Promethean Cult, the Chapter is able to maintain and more importantly create superior weapons and systems, such as artificer and Terminator armour, advanced energy transmission systems, Dreadnought frames and personal weaponry of extraordinary quality. It is this superiority of arms, coupled with the dogged determination and self-reliance of its Battle Brothers that has enabled the Salamanders Chapter to play such a prominent role in the annals of the Imperium despite its historically low fighting strength in numbers.

The Chapter's tactical doctrines focus on the application of close-range firepower, with flame and melta weapons most prevalent as standard issue. This along with the widespread use of thunder hammers by their assault Terminators allows the Chapter to act with deadly effect against fortified defences, enemy armour and monstrous foes. The Salamanders also maintain an enviable array and number of Land Raiders, Predator tanks and Dreadnoughts in their arsenal allowing them to dominate the open battlefield in most engagements, although use of various bikes and speeders, while not unknown in the Chapter are not particularly favoured by the Salamanders in their tactics.

The Chapter's powerful and formidably equipped 1st Company, the 'Firedrakes' are chosen from the Salamander's greatest warriors and so named for the deadliest of Nocturne's reptilian predators. The bellicose reputation of the Firedrakes is legendary, even among their fellow Space Marine Chapters, and stories of their might and valour are recorded in scores of sources, from the heroic sagas of the Space Wolves to the labyrinthine texts of the Red Talons' Techno-Cant Strife Chronicles. In addition to providing the Chapter with a veteran core of elite warriors, the Firedrakes also serve as garrison and guardians of the Salamander's foreboding fortress-monastery on Nocturne's giant moon, Prometheus. This battle-station, whose foundations are sunk deep into the moon's surface, as well as serving as the Chapter's armoury, Apothecarion and chief reliquary, is rumoured to also house in its deepest vaults hidden forges and workshops whose sophistication (although not scale) are said to be the equal of any but those found on great Mars, throne world of the Adeptus Mechanicus, itself.

SELECTED BATTLE HONOURS:

The Fires of Phaistos Osiris [533.M39]

Of all wars in which they have gained glory over the millennia, it is the actions of the Salamanders in defending this important Cardinal world from an Ork onslaught which have most often been held up as a shining example of the role of the Adeptus Astartes in the protection the Imperium. The story of this great battle has since been mythologised and praised time and again in tactical treatise and pulpit sermon alike. At the time of its great trial the world of Phaistos Osiris had long been a rare beacon of human civilisation and power in the northern Segmentum Ultima, sited to the galactic north-east of the Warp vortex known as the Storm of the Emperor's Wrath. This importan Cardinal world was and remains the capital of the Osiran Sector, and is both the location of the revered Basilica of Saint Thoth the Intercessor as well the sector's primary Schola Progenium facility. As such it was the lynchpin of the Imperium's spiritual and temporal control in this otherwise desolate region. In 533.M39 a massive Ork Waaagh! under the thrall of the Snakebite Warlord "Rukrippa" was on a collision course with Phaistos Osiris and threatened to drown the entire Osiran sector in a savage darkness. When Rukrippa's trio of gigantic Deff-Hulks battered their way into the Osiris system after despoiling a score of scattered outposts and colony worlds, they found the full strength of the Salamanders Chapter waiting for them and they were not alone. Given advance warning by the Orks' grinding progress, the Chapter stood at the head of an army of disciplined troops raised from the students of the Imperia Schola and hundreds of thousands of volunteer pilgrim-militia whipped into a frenzy by the exhortations of the Basilica's clergy. All stood in defence of a world too important to be allowed to fall to the enemy, less the lives of billions be blighted for generations. Even so, the defenders of Osiris faced terrifying odds as Orks in their millions, backed by savage Squiggoth war-herds, descended in makeshift landing craft and 'Krash-Kapsuls' from the Deff-Hulks in orbit on to the planet's sacred soil.

Leading the resistance, the Salamanders Chapter had devised a complex and subtle defence in depth which denied the planet's resources to the enemy. They employed a scorched earth policy; withdrawing from the planet's outer zones, which they had laced with multiple traps, extensive minefields and pre-planned ambushes to break up and whittle down the invasion force before they could mount a concerted assault. Those civilians that could not fight; the old, the infirm and the young were sheltered in the many vaults of the great basilica complex and the Osiran temple cities' many holy sites, and with their kinfolk so protected at their backs, the will of the pilgrim-militia to resist was all the greater. As the numberless Ork horde, already enraged that open battle had been so far denied them broke against the walls of the temple-cities like a roaring, murderous tide, the Salamanders seemed to be everywhere striking down the foe with fire and fury, bolstering the defence wherever it faltered and matching inhuman brutality with unyielding strength. The wise and resolute Salamanders used the Orks' own homicidal rage and ill-discipline against them, goading them on and trapping them into killing grounds of the Salamanders' choosing, targeting and destroying their leaders and slaughtering swathes of the enemy in the resulting confusion. With the first great assault resisted, not a single temple-city had so far fallen, although the price paid in lives by the defenders had been appallingly high. It was then that the second phase of the Salamanders' plan swung into operation.

From its position of concealment in the eclipse phase of the Osiran sun, the Salamander Chapter fleet, supported by Battlefleet Ultima attack squadrons, engaged Ruckrippa's Deff-Hulks in a shock assault. The gigantic hulks, unable to quickly manoeuvre to bring their weapons to bear on the attackers in close orbit were soon encircled by the fleet and pounded remorselessly with torpedo strikes and cannon fire. Even the fury of such weapons were unable to do ittle more than scorch the surface of the Deff-Hulks such was their size and density, but under the cover of he bombardment chosen squads of Firedrake Terminators conducted daring teleporter raids, planting seismic charges a kilometre-deep within the hulks' innards. Torn apart rom within by powerful atomic blasts, he Deff-Hulks slowly broke apart and began to disintegrate, millions of tons f metal and rock flying out into the oid, secondary explosions ripping like ghtning flashes through the debris.

Below on Phaistos Osiris, the skies were wracked with sudden storms nd riven by a fire-fall of wreckage aining down from the skies above. The Orks below, belonging largely to the superstitious Snakebite clan, grew increasing fractious at what might be an ill omen of Gork's (or possibly Mork's) disfavour at their failure to take the temple-cities and quickly fell to fighting among themselves. Rukrippa was forced to take the matter in hand, and brought together his army like a clenched fist and hammered it directly at Sanctis, the greatest of the temple-cities and vowed before his chief Nobz and Weirdboy shaman to smash it down or die trying. Not even the city's fanatic defenders could hold back this onslaught as scores of Gargantuan Squiggoths shattered the gates and pulverised their barricades. A wave of savage Orks spread like a river of blood into the sacred city sweeping all before them, killing as they went. It was not until the first wave of rampaging Cyboar Tuskas reached the very steps of the great basilica that the last of the Salamanders' traps were sprung and the city was set ablaze.

Thousands of gallons of Promethium poured from the city's many church gutters and gargoyles, pumped from prepared reservoirs deep from beneath the city and torched into flame as hab-blocs were blown apart by long-planted firebombs and incendiaries rained down from the great basilica's own defence guns. The city burned and the Orks burned with it. Their Squiggoths, driven mad by the sea of flame rampaged out of control, trampling hundreds and destroying any order left in the greenskin horde. As the burgeoning firestorm raged, shrines and walkways crumbled and the skies were filled with ash, the Salamanders launched their final counter-attack, now fighting on a hellish battlefield that was to the Chapter no more nor less than home ground. The Salamanders surged up from the catacombs and sanctuaries, their melta and flamer blasts adding to the conflagration. With them came suicide-squads of fanatical Redemptionists, their robes soon catching fire in the scalding air, singing hymns as they died, blades and scourges flashing in their hands. The final killing blow came as the Firedrakes descended from the darkness above; the Salamanders' Thunderhawk and attack ram pilots, trained in Nocturne's volcanic skies, easily negotiated the burning debris to deliver the Veteran company to do battle in the hell below.

Addendum: The Promethean Cult

Set down first as the teachings of their mighty and wise Primarch Vulkan, the Promethean Cult is a body of doctrine that informs and codifies the spirit and culture of the Salamanders Chapter, with its most inner mysteries preserved for the elite Firedrakes alone to know. Compounded by many allegorical stories and ancient tales of the coming of the Emperor to Nocturne and the wisdom of Chapter luminaries gathered over the millennia, the teachings of the cult emphasise self-reliance, loyalty, duty, patience, self-sacrifice and above all self-discipline and endurance. From an early age, these values are instilled in the Chapter's potential recruits by an apprenticeship in one of Nocturne's many forges, and both the hammer and fire as destroyer and creator are important symbols with deep spiritual significance to them. The skills learned in the forge and the tradition of artisanship within the Chapter are of paramount importance, and each Salamander Space Marine is expected to further refine and maintain their wargear to standards that would be regarded as the purview only of Techmarines elsewhere, while their Forge Masters are capable of feats of craftsmanship undreamt of except in a bygone age.

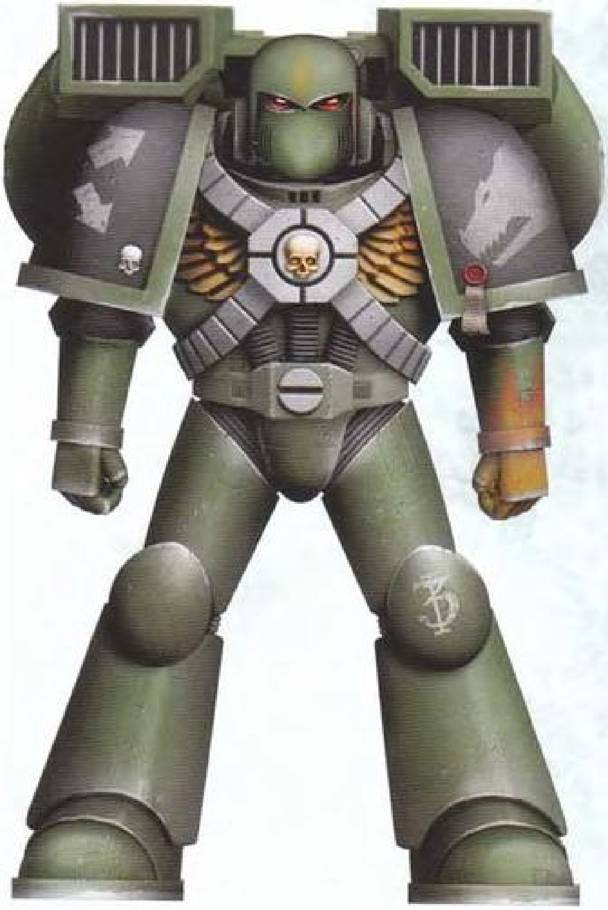
Implacable determination and the ability to endure any hardship is of equal importance within the teachings of the Promethean Cult, and trials of endurance and strength, often marked by ritual scarring and branding are commonplace in their training and ongoing spiritual discipline. These brands and scars also serve as a flesh-seared record of an individual Salamanders Space Marine's battle honours and achievements, with the nature and positioning of these sacred wounds of deep ritual significance within the cult.

Rukrippa died at the chancel of the great Basilica. Some reports refer to a Salamanders Librarian wielding a sword of flame, while other tales claim the beast died by the hand of the fiery incarnation of Saint Thoth himself. Regardless of the truth when he died his Waaagh! died with him. In the weeks that followed, the scattered surviving Orks were purged from the face of the world, and high above the wreckage from the destroyed Deff-Hulks settled into new debris rings girding the planet. Word of this great victory spread far and wide and soon 'The Fires of Phaistos Osiris' entered legend throughout the Imperium, and although the temple-city of Sanctis was sacrificed to destroy the Orks its great basilica endured, its once-white spires scorched a midnight black. In solemn gratitude for their intervention, a battle standard depicting the black silhouette of the Basilica of Saint Thoth wreathed in flame and woven from the sacred cloth of the Saint's death-shroud was presented to the Salamanders by the thankful cardinals and commanders of Phaistos Osiris. The banner remains an honoured relic of the Chapter to the present time.

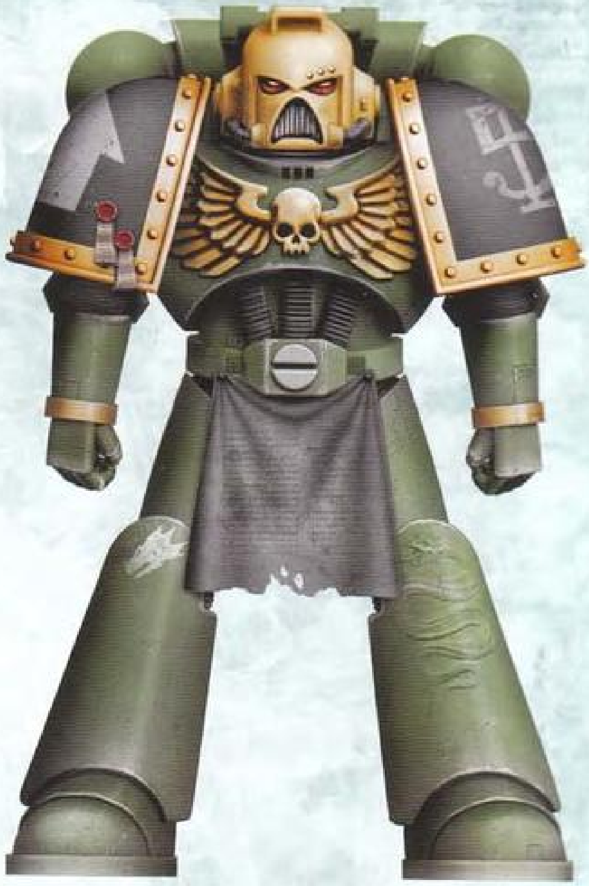
The Purging of the Moons of Ymgarl [754-756.M41]
With the coming of the Tyranid menace threatening the existence of the Imperium, it was realised with some shock that the insidious Genestealer menace, long a thorn in the side of the Imperium, connected in some way to this newer, greater peril. By the edict of the High Lords of Terra actions against suspected Genestealer infection were stepped up to the highest possible effort. As part of this xenocidal campaign, the Salamanders were given the onerous duty of purging the Genestealers for all time from the moons of Ymgarl. This was a realm where these foul creatures had always maintained a foothold and from which they had previously been thought to originate. With the aid of the Magos Biologis of the Adeptus Mechanicus, the Salamanders constructed a detailed plan of attack, first rooting out their prey by using specially sanctioned alkem-weapons to burn away much of the moons' atmospheres and destroy the teeming jungles that covered them, thereby robbing their insidious enemies of sustenance and concealment before proceeding to cleanse the ancient tunnels that honeycombed the moons' surfaces.

The Salamanders advanced into the darkness in Mechanicus Termite boring craft with spider-stalker servitors to scout their way forwards in the lightless underworld, methodically scouring the tunnels. The Ymgarl strain of Genestealer is a terrifying beast able to adapt to its foes and with physical power enough to outmatch even a Space Marine with ease. As waves of the inhumanly fast creatures came at the Salamanders hissing from the darkness battle was joined against a foe none but the Adeptus Astartes could hope to face and live. Deeper and deeper the Salamanders battled, encountering vast and strange blind and wormlike mutations crashing through the tunnels, and appallingly powerful brood-lords whose taloned hands could shred a Terminator at a stroke. The losses among the Space Marines quickly mounted, but assaults from the nightmare Genestealers were despatched in storms of fire or crushed under the shattering blows of thunder hammers and the Salamanders did not falter despite desperate hours and terrible reversals. The campaign lasted for nearly two years of bloody struggle and death from the darkness before finally the Magos Biologis pronounced the ancient threat on Ymgarl ended, although its dark legacy would live on in the shadows of chill ship holds, dark hulks and doomed worlds uncounted.

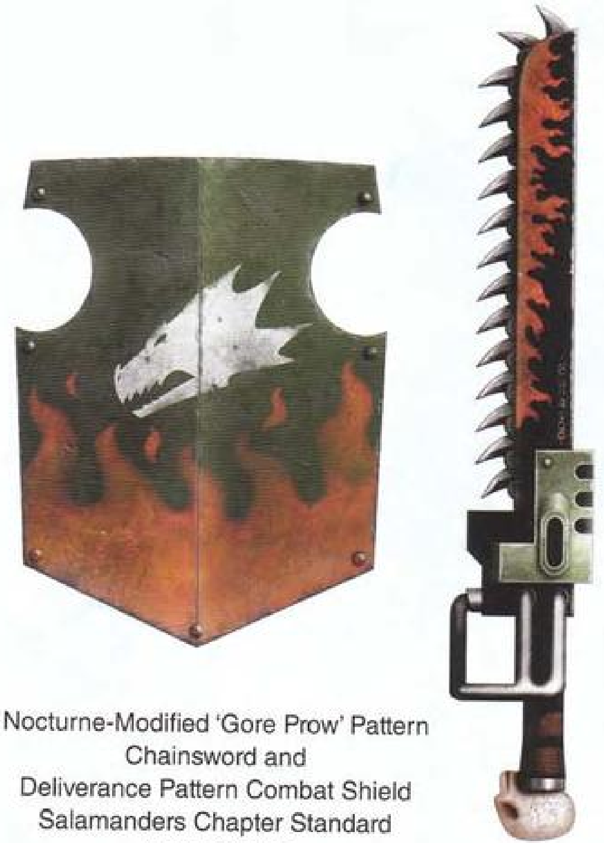
BADAB WAR DISPOSITION
The Salamanders' first direct involvement in the Badab War came in 906.M41, although they had watched the unfolding events of the Badab Schism for years with growing concern. Although Nocturne was located at some considerable distance from the Maelstrom Zone, they were no stranger to it or its conflicts, as access to the area via a stable Warp route though the Pale Stars region had long been known. The Chapter's reluctance to intervene was further strengthened by the fact that Salamander Battle Brothers had fought alongside both the Astral Claws and the Fire Hawks as recently as the Lycanthos Drift Campaign of the 810s M.41 and the Chapter was greatly troubled by the internecine conflict, refusing to intervene on either side despite direct calls to do so by both the Astral Claws and the Fire Hawks in the early years of the conflict. This stance remained until proof was given to them by Inquisitor Frain that Huron's Chapter had broken faith fully with the ancient covenants and the Salamanders were forced by duty to act. Unfortunately by this time much o the Chapter was committed elsewhere and so a force was hastily assembled under the Captain of the then under-strength 2nd Company, Pellas Mir'san, who was himself to go on to play a key role in the war and its aftermath. The bulk of the force was made up of the Salamanders 2nd Company, which had been recuperating and re-arming on Nocturne after an arduous tour of duty fighting the Iron Warriors in the Death's-head nebula. This was further augmented by reserve elements of the Nocturne garrison, as well as several veteran training instructors along with a core of Firedrakes thirty-strong to serve as Mir'san's bodyguard. All were well provided for in terms of ships, vehicles and weapons from the vaults of Prometheus. The force was further strengthened by a Hextad of Ancients; six venerable dreadnoughts of the Chapter, some of which had not been woken into battle for more than four centuries, who were now to lend their implacable wrath and deep wisdom to Mir'san's cause such was the grave weight the Salamanders Chapter gave to the Tyrant's sins. The Salamanders force, although relatively few in number in comparison to some other Loyalist contingents was heavily engaged throughout the conflict until its end, both in void battle and open warfare, playing key roles in several of the most important events of the Badab War, such as the Angstrom Incident, the invasion of Shaprias and the sundering of the Executioners Chapter from the Secessionist cause, following the events of the 'Red Hour', and the final siege of Badab itself.



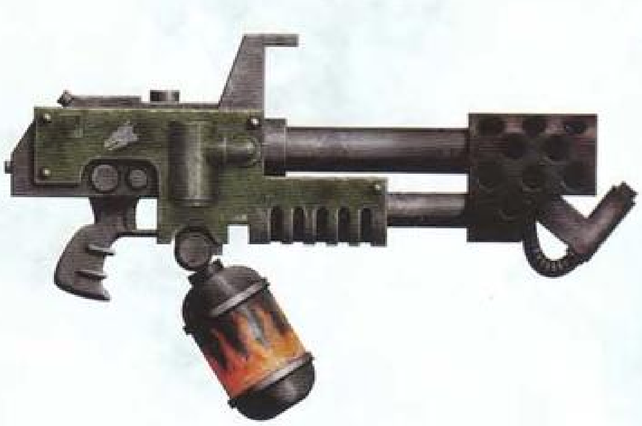
Brother Damassen
3rd Assault Squad, 2nd Company
Assault Demi-Squad Detachment Commander
'The Angstrom Incident'



Veteran Sergeant Par'San
Fell in Action and Lost to the Flame
'The Angstrom Incident'



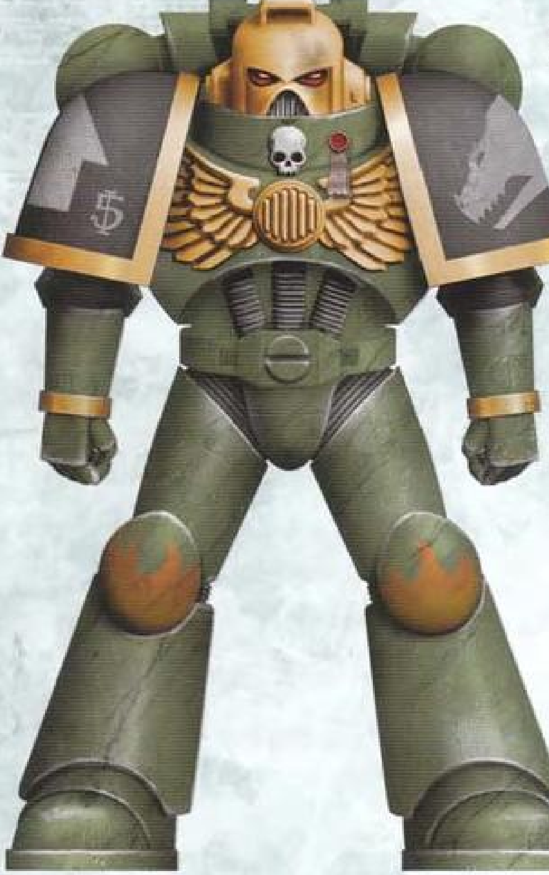
Nocturne-Modified 'Gore Prow' Pattern
Chainsword and
Deliverance Pattern Combat Shield
Salamanders Chapter Standard
Assault Issue



Absolution Sub-Pattern Flamer

STERNGUARD SQUAD KADMAEUS

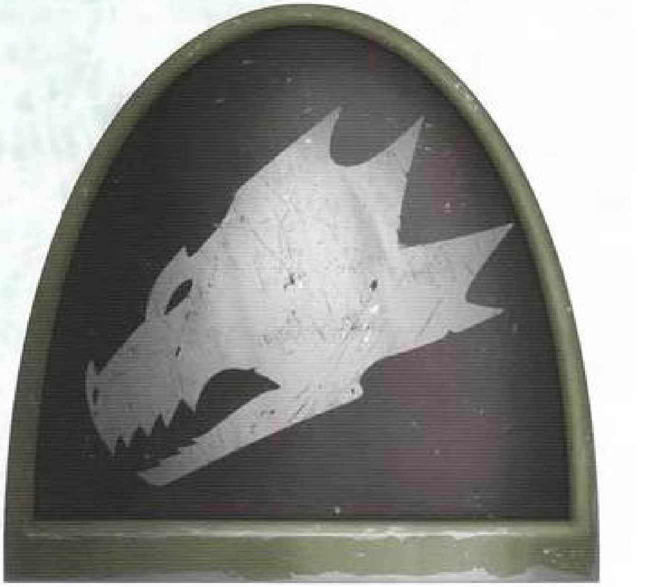
DETACHED SERVICE, SALAMANDERS CHAPTER BADAB DETACHMENT



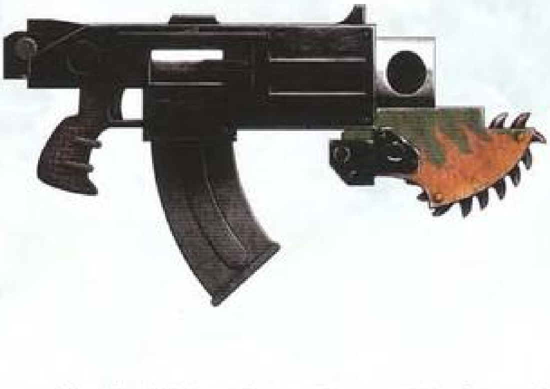
Veteran Sergeant Kadmaeus
Commanding 5th Detached Service Demi-Squad
Martyr of the Chapter

Note: This squad was comprised of individuals chosen from the current cyclical faculty of the Salamanders Chapter's Instruction Cadre, with these Veterans fielded primarily as Sternguard in the conflict.

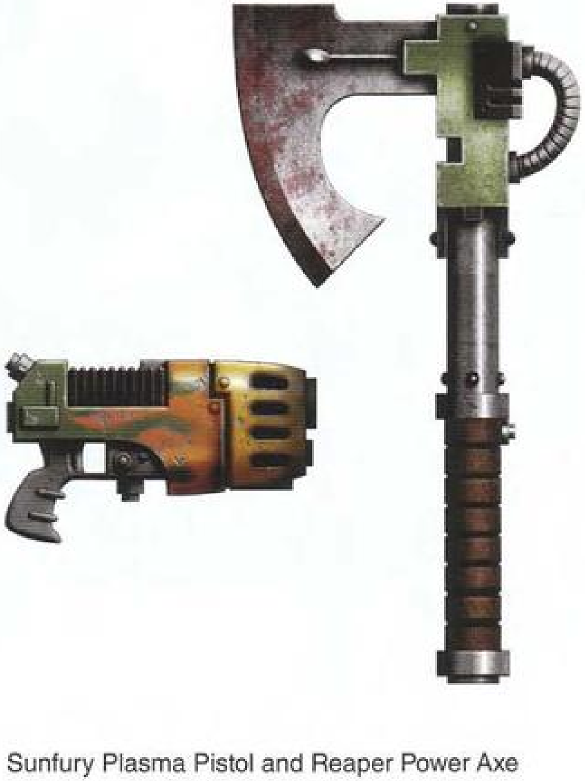
The demi-squad served with distinction during both the Assault on Surngraad and the Battle of Shaprais, with all but one member giving their lives in the successful defence of the Pyre of Glory's Inner Sanctum against overwhelming odds during the events of 'The Red Hour'



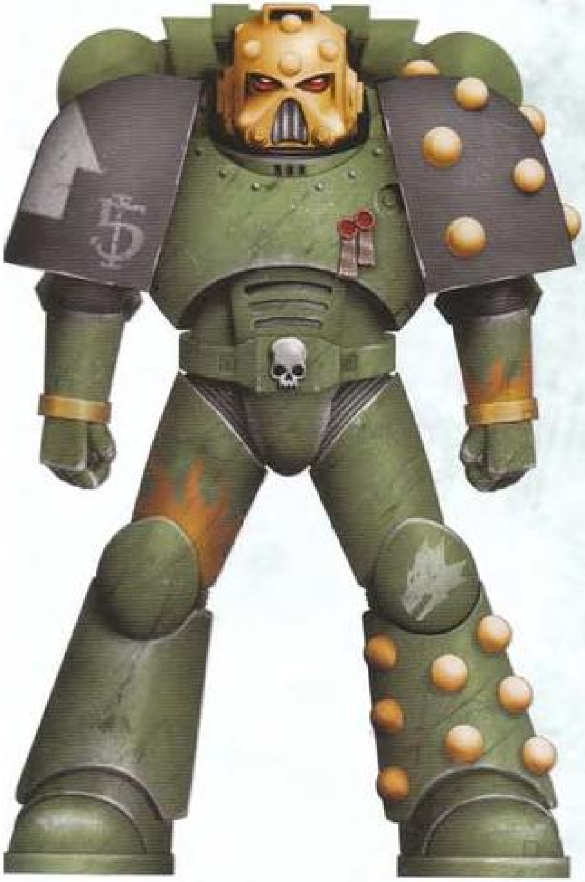
Salamanders Chapter Icon
Common Armorial Use



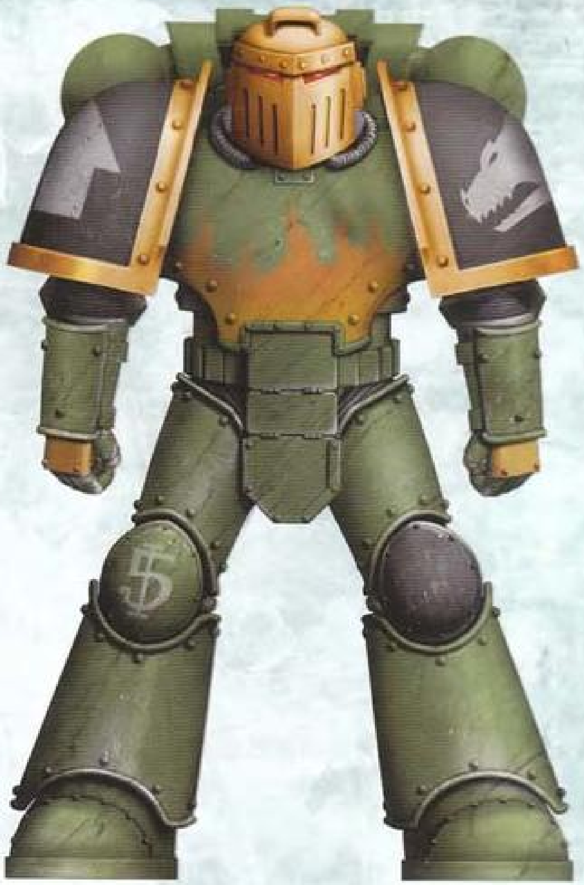
Nocturne Modified Umbra-Ferrox Pattern Bolt Gun with Chainblade Combat Unit



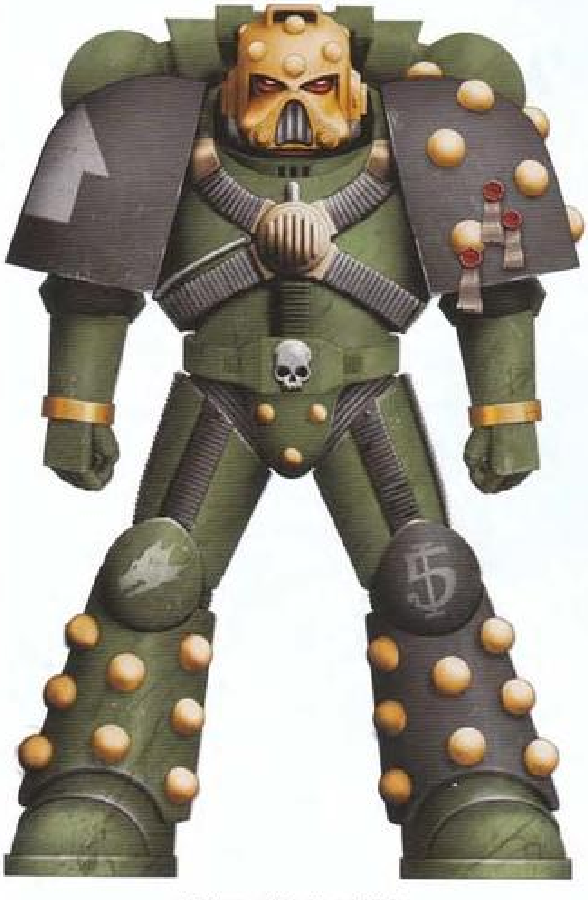
Sunfury Plasma Pistol and Reaper Power Axe



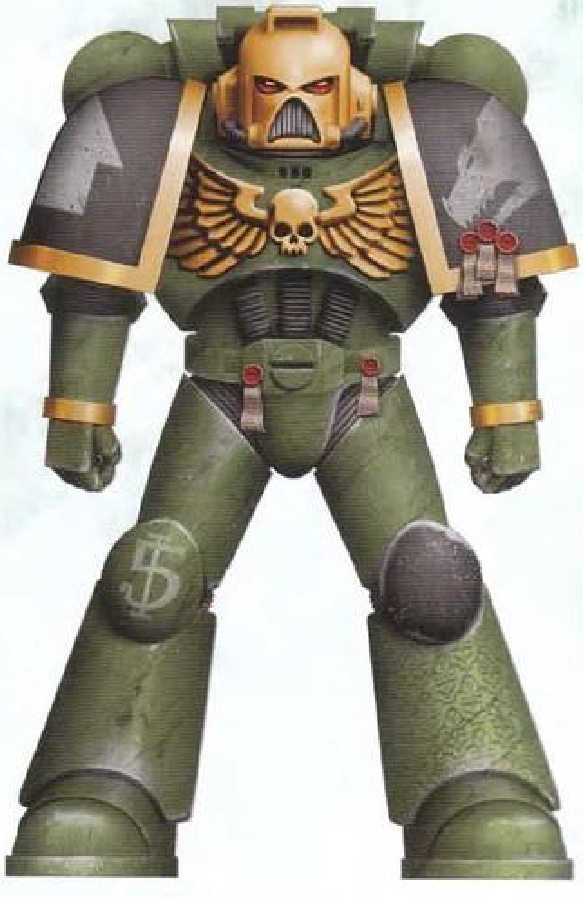
Veteran Brother Coran
Martyr of the Chapter
The Red Hour



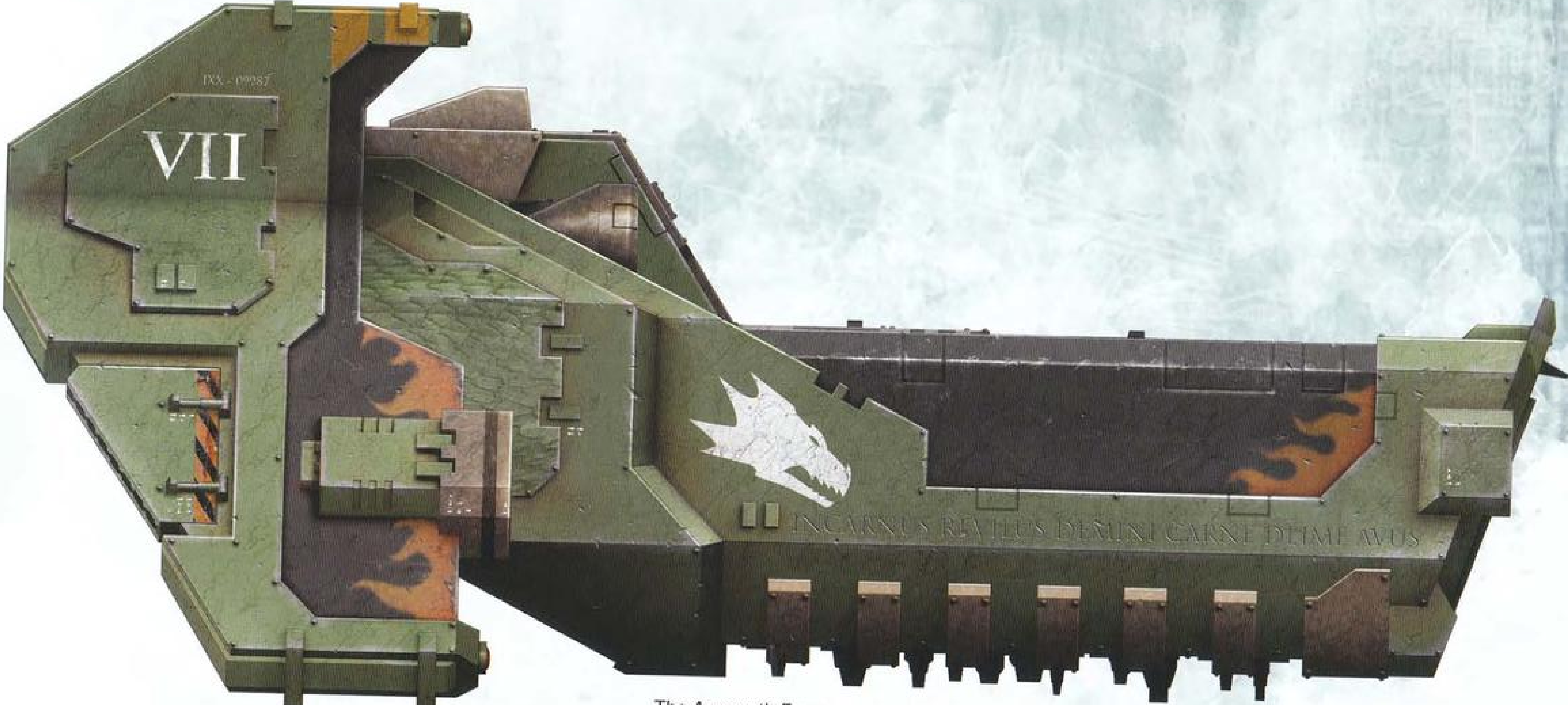
Veteran Brother Tul'dan
Martyr of the Chapter
The Red Hour



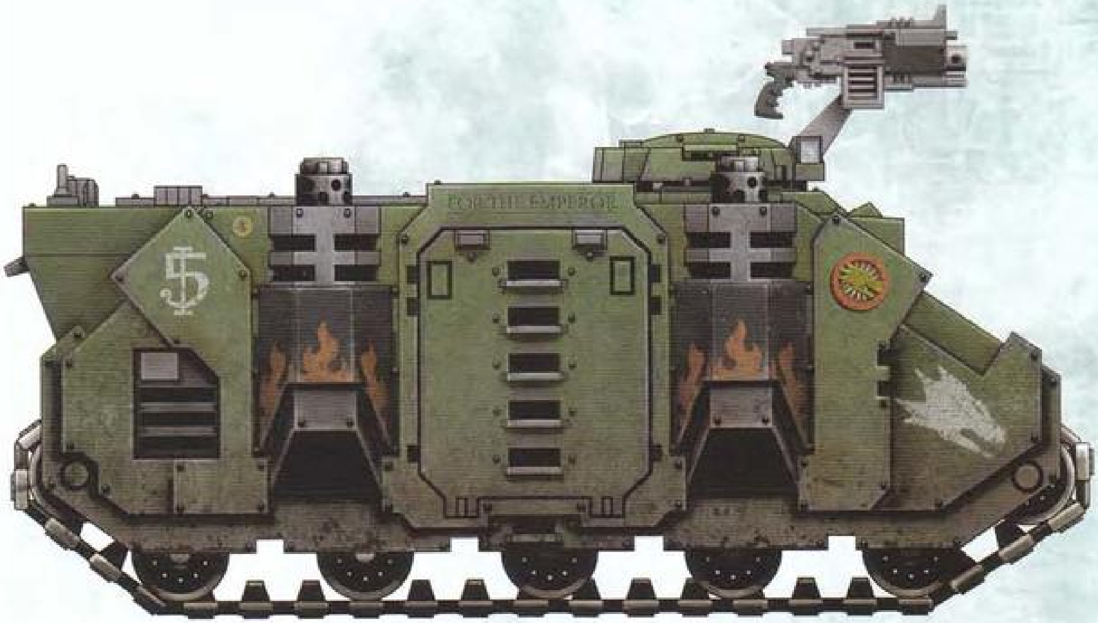
Veteran Brother Kai
Martyr of the Chapter
The Red Hour



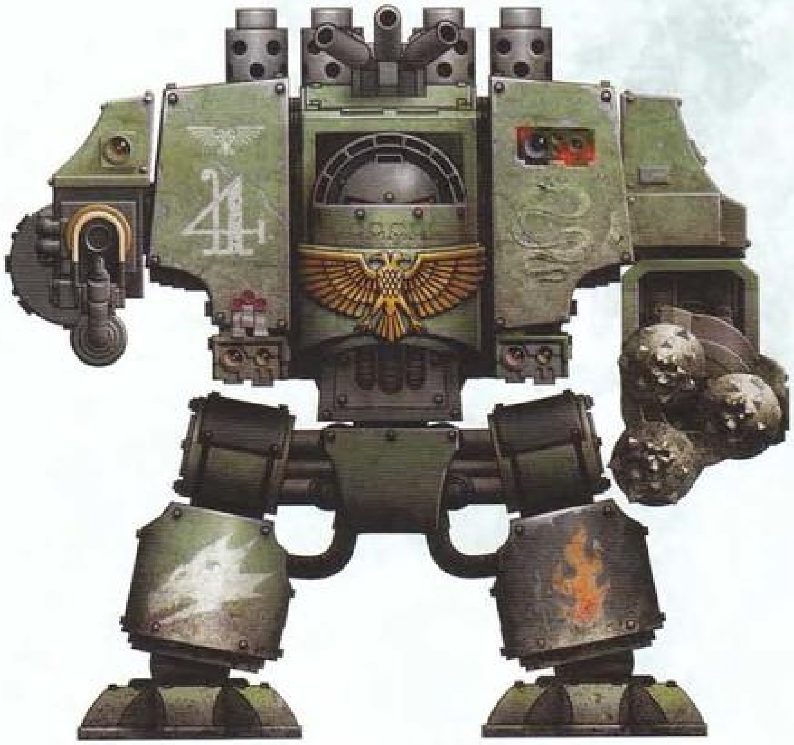
Veteran Brother Anusai
Survivor, Awarded the Martyr's Seal
The Red Hour


VII
INCARNUS REVELUS DEMUNI CARNE DEIME AVUS

The *Amaranth Fang*
Caestus Pattern Assault Ram
Attack Wing Leader, *The Battle of Shaprais*

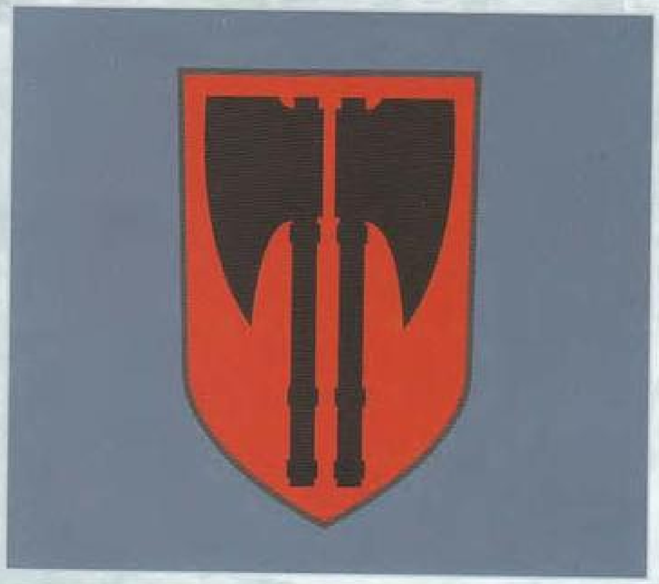


Salamander's Chapter Rhino Transport
Drawn from Prometheus Forge Armoury Reserve,
Attached to Demi-Squad Kadmaeus, *Battle of Shaprais*



Sura'kan Foehammer
Awoken Ancient of the Hectad

THE EXECUTIONERS



CHAPTER NAME: .... EXECUTIONERS
FOUNDING: .... 3RD [UNCONFIRMED: STATED IN THE CHAPTER'S OWN CHRONICLES]
CHAPTER WORLD/DEPLOYMENT: ... STYGIA-AQUILON [BINARY-ORBITING SPHERES]
FORTRESS MONASTERY:.............. DARKENVAULT [GEO-STATIONARY FORTIFIED ASTEROID/STYGIA-AQUILON]
GENE-SEED (PREDECESSOR): .... IMPERIAL FISTS
KNOWN DESCENDANTS:............... IRON CHAMPIONS, CRIMSON AXES [RECORDED LOST CIRCA 092.M39], [THE SKULL BEARERS CLAIM THE EXECUTIONERS AS THEIR ANTECEDENTS, BUT THIS REMAINS UNSUBSTANTIATED BY OFFICIAL RECORDS]

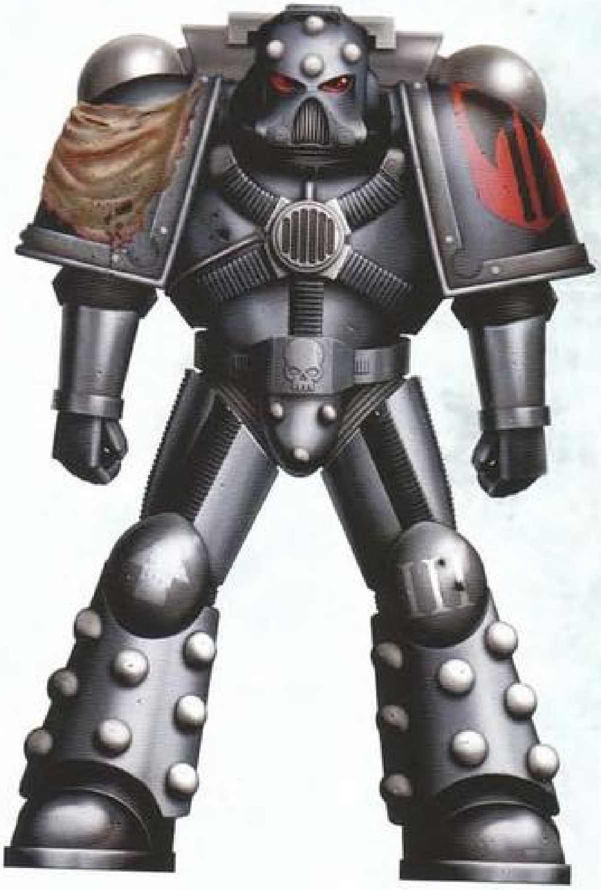
"You may cleave to your courage but that will fail you, look to your weapons but you will find them not enough. Run, fight, hide, pray, cry out or cower - it does not matter, for we are come."
- Fafnir Rann

An ancient and proud Chapter whose origins are to be found in the chaotic centuries that followed the Horus Heresy, the Executioners are scions of the proud line of the Imperial Fists. Founded under the command of Fafnir Rann, reputedly the most vicious of Rogal Dorn's later captains, they were created, according to their chronicles, for the sole task of seeking out and slaughtering Mankind's foes rather than undertaking any more defensive or strategic purpose. The Executioners are a bellicose, almost barbarous Chapter that disdains the martial trappings and ordered obedience of such stalwart and unimpeachable members of the Astartes as the Ultramarines and their own forebears the Imperial Fists, but they have gained a fearsome reputation for sheer undaunted endurance and destructive wrath. As a Chapter they see their goal and purpose as a simple one; to extinguish the lives of those that would contest the Imperium's rule or threaten humanity, and to do so without remorse. In literal terms they see themselves as the Emperor's chosen headsmen, and his judgement theirs to enact.

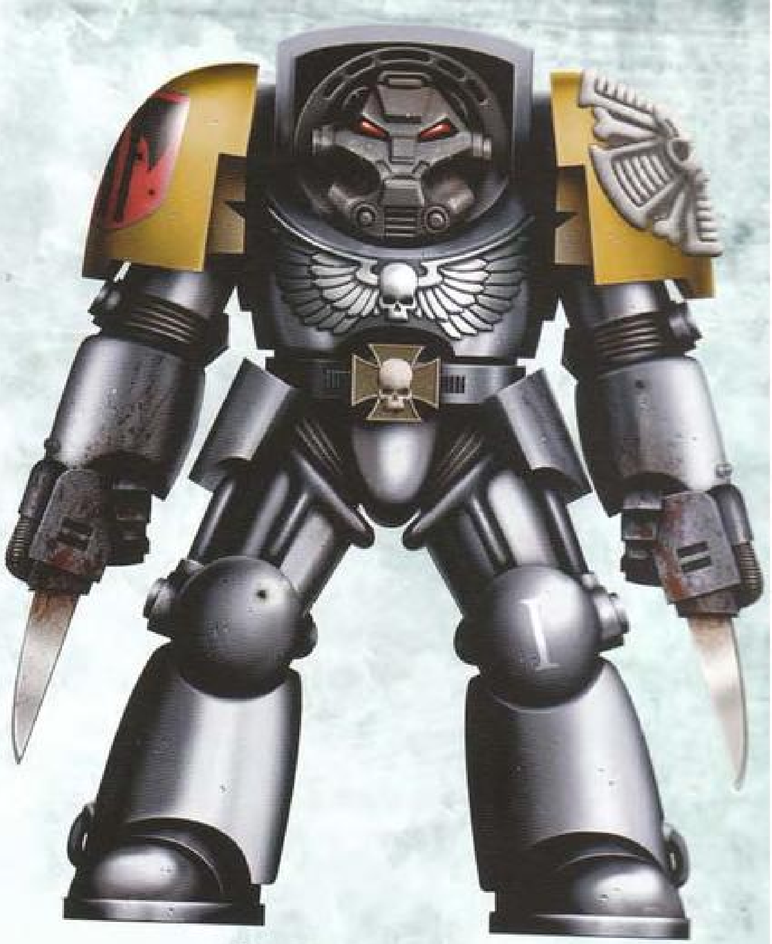
Descended from the noble lineage of Rogal Dorn's Imperial Fists, aside from an inviolable sense of honour and a history of phenomenal skill at arms, they share little in common with their progenitor Chapter's culture and traditions, nor are their ties to any but their own successors among the Space Marines strong. Instead their ancient ways and beliefs are very much rooted in the feral worlds from which they have long recruited their Battle Brothers. Accordingly, some of their fellow Space Marines are known to view the Executioners as barely more than ill-disciplined primitives and gore-splattered headhunters, little better than renegades. However to hold this to be true is to ignore a high degree of blood-bought battle wisdom and a certain deliberate cunning that makes the Chapter far more than a barbaric horde in Space Marine guise, and to set aside a record of unwavering service to the Imperium in some of the darkest periods of its history.

One of the Space Marine Chapters posted on the Imperium's fringes, the Executioners' common range of operations encompasses the desolate void wastes to the galactic south-south-west, between the borders of the Segmentum Tempestus and Segmentum Pacificus, although they are accustomed to great voyages and forlorn quests over their long history, having fought in wars right across the Imperium in the past. Since the closing years of M37 the Chapter has made its home at the twin worlds of Stygia and Aquilon; infamous planets of fire and ice locked in a perpetual orbit ellipsing around a giant, slowly dying sun at the edge of the endless benighted expanse of the galactic southern fringe. The Executioners' fortress-monastery is a huge armoured asteroid base known as the Darkenvault, gravitationally trapped between these two worlds, and it is from this bleak and forbidding bastion that their skull-prowed warships sally forth into the immense blackness beyond in search of targets to destroy.

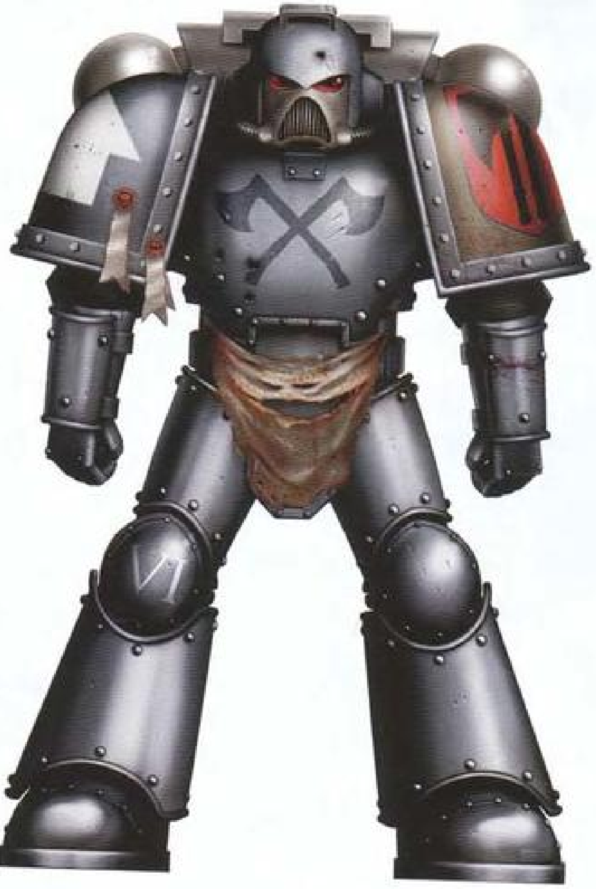
By the laws and traditions of the Chapter, each Executioners Space Marine must forge their own path to glory and become worthy of remembrance in the great chronicles that have been kept by successive generations of the Chapter's Chaplains, or "Death-Speakers" as they are also known. It is these Death-Speakers whose task it is to recount the slaughter-tallies of the Chapter's honoured dead during holy feasts and memorial ceremonies held deep within the Darkenvault's catacombs. Their second and equally important task is to keep order in the often fractious Chapter, and consequently the Executioners maintain an unusually high number of Chaplains, with each company assigned three by tradition. These report to the overall High



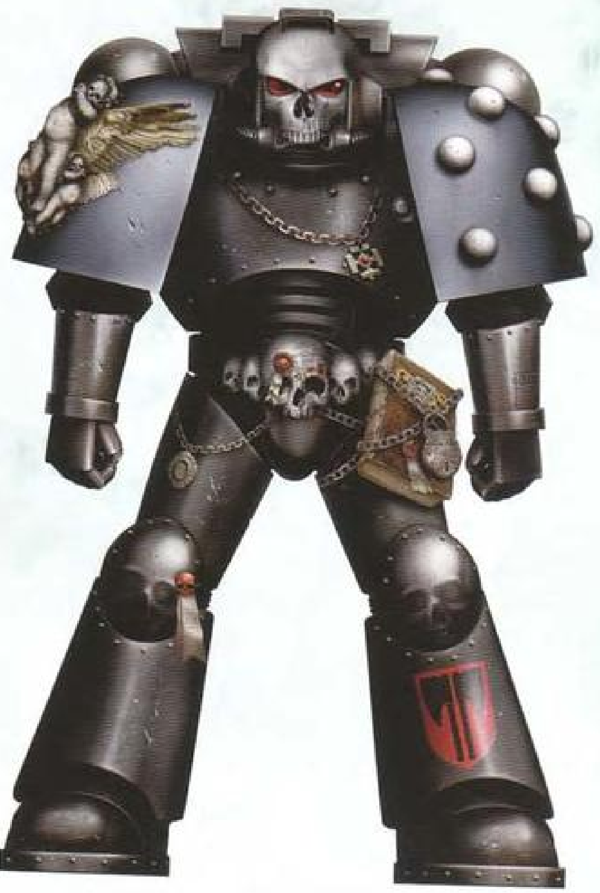
Axe Brother Sagor
3rd Company Tactical Marine,
The Night Hag



Terminator Brother Heltak
Chronicled for his Remorseless Slaughter
The Battle of Khymara



Axe Brother Castigar 'The Taker'
6th Company Chapter Tactical Reserve
Sundered Armour Recovered, the Corcyran Massacre



Death-Speaker Klarkash
Chaplain of the 3rd Company
Confessor and Sub-Commander of the *Night Hag*

Addendum: The Corcyran Massacre
Considered by some a 'lost tale' of the Badab War whose true facts will never be known, what became known as the Corcyran Massacre was discovered by a Loyalist naval patrol in 339910.M41. In the wreckage of an old smuggler base in the dust wastes of Corcyra-II was found the aftermath of a bloody battle between sub-company sized forces of the Executioners and Carcharodons Chapters. These two Chapters, both famed in their own right as savage and unyielding, had fought each other to mutual annihilation, ripping apart the base around them and trampling its former inhabitants into the dust. Many of the bodies from both sides showed signs of having fought on despite suffering horrendous wounds, severed limbs and massive trauma that should have felled even a Space Marine, and several were found locked in deathly, gore-spattered embraces, striking at their foes with their last ebbing strength. Which fighter, Executioner or Carcharodon breathed last to claim a bitter victory shall never be known, as neither side has acknowledged any survivors of the massacre living to tell of the battle.

Chaplain, also known as the Lord Speaker of the Dead. As a part of their duties the Chaplains keep precise records of the battles in which their companies have fought, so that the lessons of both victory and defeat are never lost for future warriors of the Chapter. It is only by right of bloodshed, by taking the lives of the Emperor's enemies that an Executioners Space Marine can be granted the honour of a place in the chronicles, and thereby earn the respect of their fellow Space Marines and in so doing attain rank and honour in the Chapter.

By nature intractable, ambitious and swift to anger, the Chapter's Battle Brothers are taught to avenge slights to their honour with blood, even among their own, but unlike those few other Chapters were such behaviour is tolerated or even encouraged in the ranks (such as the Space Wolves or Marauders for example), little passes by way of brawling or boisterous competition among them, because for the Executioners, all such battles are to the maiming or the death of those involved. Honour demands no less. Another eccentricity of the Chapter's culture outsiders have found disturbing is the Executioners' tendency to carry from the battlefield trophies taken from particularly noteworthy victims, such as skulls, heads and weapons - not for any ritual purpose, but rather for the tally of the Death-Speakers after the battle. They are then promptly discarded after they have served their purpose unless judged to be particularly significant in which case they may be preserved as relics, often adorning the Space Marine's armour or wargear for a time. Others exposed to the Executioners' ways have also taken issue with their spiritual beliefs, which have endured since before the rise of the Ministorum. Primarily these take the form of animism and ancestor worship, and while they ascribe to the Emperor Divine temper and right, they have little use for the Ecclesiarchy and its trappings of saints and 'petty' superstitions, save as a useful tool for binding together the Imperium's scattered multitudes.

As with most Chapters posted in the further reaches of the void, the Executioners Chapter is highly independent in operation and deployment, undertaking its own ongoing war with the enemies of Mankind. But unlike some, they have never allowed themselves to become isolationist or insular, maintaining ties of communication and pacts of service and allegiance with the Segmentum Tempestus authorities at Bakka, Drachus and Gryphonne, further cementing these ties by allowing the cavernous Darkenvault station to serve in extremis as a refuge for Explorator missions and deep range fleet patrols. The Executioners themselves have benefited from these relationships by gaining access to the Segmentum's fleet anchorages and supply stations. Their pacts with the Mechanicus at Gryphonne have resulted in the Chapter gaining many gifts of wargear and heavy arms with which to wage their wars, although given the Chapter's reputation it must be said that many of their allies have been loathe to call upon them in return, except in times of dire need.

ORGANISATION

Perhaps surprisingly for a Chapter with so barbaric and unsophisticated a reputation, the Executioners adhere very strictly to the tenets of the Codex Astartes in their structure and organisation, with only a few minor changes in orthodoxy which largely reflect a tendency towards close-range fire fights and brutal hand-to-hand combat. These tactics are preferred as the Chapter's brethren may more readily prove themselves in such decisive combats than in operations carried via long range firepower or using hit-and-run tactics.

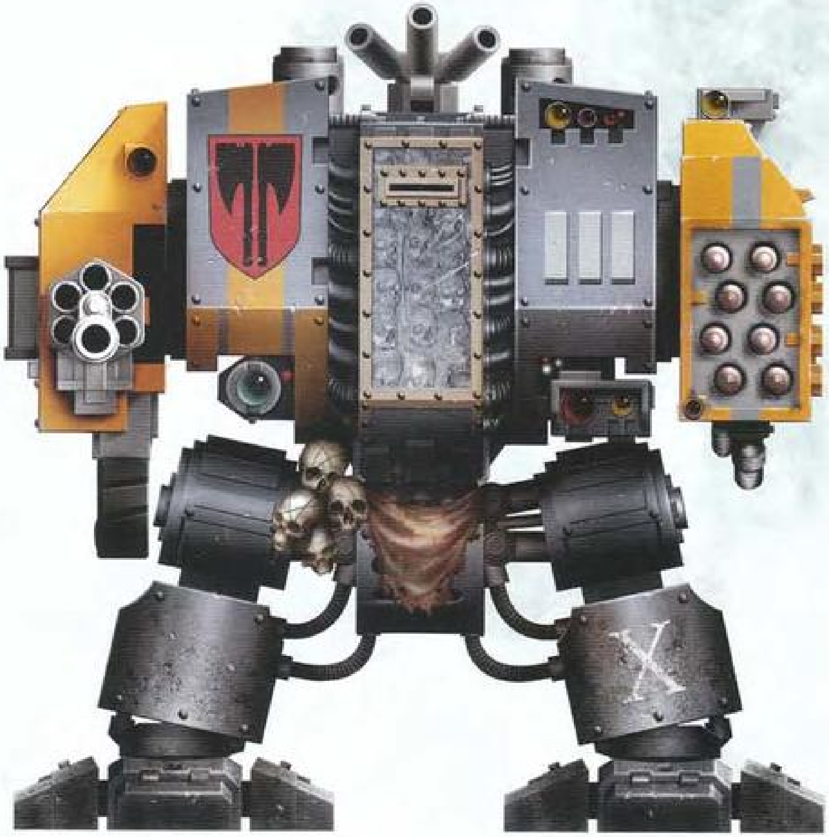
Operationally this tactical bias has been represented most obviously in the Chapter's battle companies by the replacement of one of their standard Codex approved Devastator squads for a Sternguard Veteran squad of the Company's finest warriors in their organisational line of battle. Conversely, the use of bikes and attack bikes is disdained by the Executioners, who have a preference for the use of Land Speeders for scouting duties, and heavy armour wherever possible for assault and reconnaissance in force. Capable of subtlety when the need arises, the Executioners prefer to assure victory and the glory of their warriors by engaging the enemy as closely as possible, and are unafraid of battles of attrition or mutual destruction, relying on the ability of their Battle Brothers to overcome and endure anything the enemy can throw at them and return it with greater force. At times this has proved a flaw, leading the Chapter to fight on once engaged where its better judgment may have otherwise prevailed before its bloodlust had been roused, a failing that has also been said of their ancient progenitors in the past.

Within the Executioners Chapter, each Company Captain is treated as a warlord in their own right by the Chapter, with a great independence of action afforded them. The Chapter's master, also known as the High Executioner, although possessing ultimate authority, must also heed his company captains, who along with the Chapter's Chief Librarian, Master of the Forge and Lord Speaker of the Dead, form a war council which by ancient right may, by unanimous assent, overthrow the Chapter Master should he prove unfit or unworthy n their eyes. Unlike the traditions of most Space Marine Chapters, eadership contests for the command of the Executioners can be bloody affairs; with each of the company Captains having the right to challenge for the title of High Executioner in trial by combat should they so wish.

SELECTED BATTLE HONOURS

The Invasion of Nova Sulis, The Plague of Unbelief [302.M36]

During the wars that marked the beginning of the Plague of Unbelief, he Executioners were among the first Space Marine Chapters who took up arms against Cardinal Bucharis' splinter empire based at Galthamor, notably fighting alongside the Space Wolves, Angels of Absolution and Raven Guard at various points during the conflict. Their most famous action during this time was the invasion and subsequent devastation of the hive world of Nova Sulis. The avaricious water-barons of Sulis had been eager supporters of the Apostasy, taking the Cardinal's stolen wealth in return for vast quantities of munitions produced in their hive-manufactora, which in turn were being ploughed into Bucharis's disastrous ongoing siege of Fenris, the Space Wolves Chapter world. Falling like a flaming comet on their victims, the Executioners invaded Sulis in force, their warships blackening the skies and raining death on the baronial estates and storehouse-palaces, while their armoured assault forces swept through the manufactora districts like a scythe, slaying everything that opposed them and laying waste to vast swathes of the planet's surface. It was said later in the whispers of those that survived this terrible day of wrath that only those that prostrated themselves before the dark-armoured giants in surrender were spared, but every man or woman that raised up arms against the Executioners, be they guardsmen, noble, priest or hive scum were struck down. With Nova Sulis devastated and the supplies of munitions to the Bucharis' traitors cut off, the Executioners departed, leaving the severed heads of those they slew lining kilometre after kilometre of the wrecked city streets. With the government literally beheaded and the planet's infrastructure in tatters, the wild fires and secondary explosions from the destruction they had wrought spread like a crawling plague across the world that would last for years before they were finally curbed.



Venerable Laskho, Executioners Chapter Dreadnought
MKV Chassis, Fire Support Configuration

During the wars of these turbulent times, the warriors of the Space Wolves Chapter, who saw in the Executioners kindred spirits if grimmer and darker of heart, first took to calling the Chapter *"laughing axe-men"* in the old Fenrisian tongue. A deliberately ironic joke, but meant in weary respect to brothers in arms. For their role in combating the apostates and traitors of the Plague of Unbelief, the Executioners were given the rare honour of a new Chapter, the Iron Champions, being raised from their gene-seed in a later Founding.

The Pursuit of Hektor Revvokan [137.M40]

The last in a withered but still powerful line of Rogue Traders stretching back to the Age of Apostasy, when death came for him at the end of an unnaturally long life eked out through forbidden xenos lore and dark science, Hektor Revvokan turned to the dark gods to grant him immortality and in doing so was forever damned. Turning his guns on the Imperium's frontier worlds in order to satiate his masters' appetite for sacrifice he became a curse upon the southern sectors of the Segmentum Tempestus. This fifty-seven year reign of terror lasted until his ramshackle fleet was finally chased down and cornered in the Myr system by a combined force of Mechanicus Explorators, the Imperial Navy and the Executioners' Chapter. In the middle of a grand and thunderous star battle, the Executioners assault rams managed to land boarding parties on Revvokan's flagship, the *Night Hag*, before it escaped to the Warp. The Executioners on board, cut off with no hope of rescue or help, were heavily outnumbered and forced to confront both Revvokan's ghoulish slaves and a warband of World Eaters Berserkers sworn to his service. With no option of retreat the Executioners fought with insane zeal, and chamber by chamber they brought the ancient warship under their control until they finally slaughtered Revvokan and his cannibalistic get and crashed the ship back into Realspace in a blaze of Ætheric fire. In the aftermath of the battle, the Executioners took the *Night Hag* as their prize. With the assistance of the Archmagos masters of Gryphonne IV they successfully purged the mighty warship of taint and refitted it to the Chapter's purposes. In return the Magos were allowed to remove certain relic-technologies from the vessel and were granted free access to the ancient and unique lore stored in its data-tabernacle.

The Battle of Carrion Deep [899.M41]

Responding to a series of frantic distress calls from Imperial deep-range outposts, the forces of the Executioners 2nd Company found themselves in desperate struggle against an awakened threat stirring in the dead worlds near the Veiled Region on the edge of the Segmentum Tempestus. Discovering nothing but a trail of shattered ruins and empty bastions where Imperial watchposts should be, the Executioners were ambushed in the wreckage of the frontier base on the dead world of Carrion Deep. Their attackers were terrifying metallic spectres whose

Addendum: The Executioners' Debt

The position of the Executioners during the Badab War was a unique and complex one, and their siding with Lugft Huron and the Secessionists was not something that the Loyalist forces foresaw or outsiders could predict, and many false accounts of the war entirely misrepresent the Chapter's role in the Badab War and their place in the Secession. The root cause of their involvement was in truth a blood debt over a thousand years old that for the Executioners only blood could repay, even if it meant the death of their Chapter.

In the closing decades of the thirty-ninth millennium in what is now a largely forgotten episode of the Imperium's history, the southern fringe was assailed by wave after wave of Ork nomad fleets, xenoform migrations and strange psychic phenomenon which themselves caused a near epidemic of witch cults, alien infestations and daemonic incursions. Seen now by some sources within the Ordo Xenos as a precursor to the coming of the Tyranids, these events were largely unrecognised at the time as forming a pattern, as the eyes of the Imperium were focused on threats elsewhere. Suffering severe attrition in a series of campaigns defending the Imperium's borders against invading Orks, Enslaver outbreaks and worse, the Executioners Chapter had been reduced to less than three hundred Battle Brothers when their own twin chapter worlds of Stygia-Aquilon came under siege. The attackers were a nightmarish xenos species of worm-ridden, writhing charnel-feasters never before encountered. Again and again they struck without warning, their strange disk-like ships all but undetectable to Darkenvault's defences until the last moment of their attack when their ghostly rays seared through tens of metres of ferrous asteroid mass in an instant to spill a tide of horror into the fortress' lower levels. The resulting battles in the catacombs at the heart of the Executioners' fortress-monastery were unceasing and terrible, and in a short span of time few Space Marines remained to defend the inner sanctum and the Chapter stood on the brink of extinction.

It was the Astral Claws, supported by the cruisers of Battlefleet Tempestus that broke the siege of Darkenvault; their arrival came just as the last of the Executioners were gathering for a final stand. Many Astral Claws died in breaking the siege, and among their losses they counted their Chapter Master, Acas Seneca. The handful of Executioners that endured owed a blood debt to the Astral Claws for the salvation of their Chapter, and swore that should the Astral Claws ever be so threatened they would respond in kind. It would be almost a century and a half before the Executioners returned again to full strength as a Chapter, and they would never forget their oath. When the time came a thousand years and more later, they would heed Lugft Huron's call.

weapons made a mockery of the strongest armour and who re-assembled and reanimated themselves even when blown apart. Surrounded and outnumbered by foes that would not die, t was only by the dauntless leadership and wise cunning of the Executioners' High Chaplain Thulsa Kane that they were able to survive. Drawing upon the ancient chronicles of the Chapter for guidance, Thulsa Kane led the trapped Executioners in a furious counter-assault against a single point on the enemy line, the Executioners grappling at close quarters with their monstrous metal foes where the Space Marines' speed and ferocity could be brought nto play. Thulsa Kane himself sought out and confronted the enemy leader, a owering personification of death clad in blighted gold and tattered cloth. After a itanic clash of arms which left Kane's Crozius Arcanum broken and his right eye withered in his skull, he managed o strike the monster down, enabling his brethren to fight their escape, and as much as many wanted to fight on to he bitter end, Kane's will prevailed.

Less than a third of the force succeeded n breaking out of the trap their deathly oes had set for them and retreated off he planet. This victory alone is counted as nearly miraculous, and brought back to the Imperium one of the first confirmed and detailed battle reports by a surviving force against the awakening ancient menace later identified as he Necrons. Carrion Deep remains under quarantine by Imperial Order.

BADAB WAR DISPOSITION

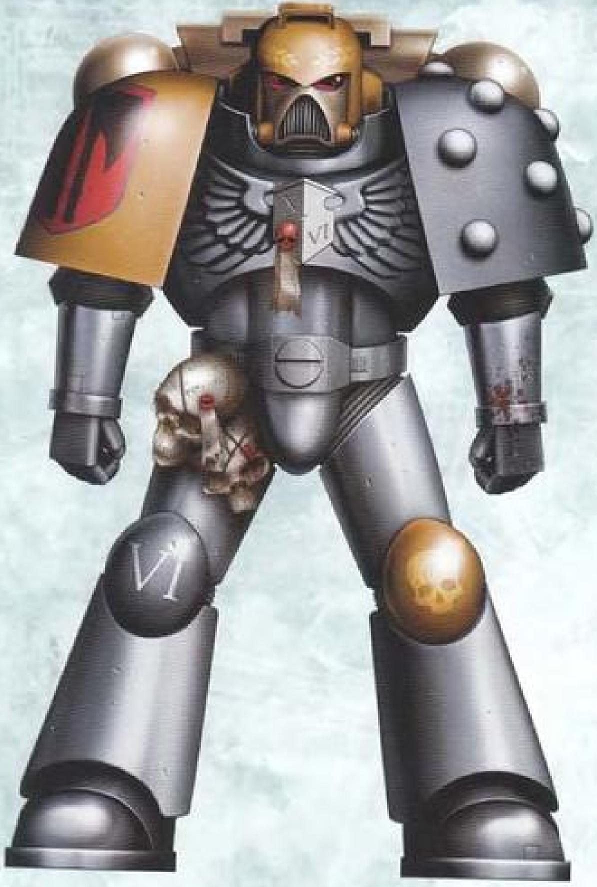
The Executioners fought on the Secessionist side during the Badab War, their involvement in Lugft Huron's cause the unique consequence of a blood debt the Chapter owed the Astral Claws from more than a millennium before. The Executioners Chapter deployed to the Badab War in two distinct stages, the first of which was as a strike force comprising a reinforced 3rd Company commanded by Captain Vanir Hex based upon the deep-range cruiser *Night Hag*. This former Rogue Trader vessel possessed far greater ndependent operating range and speed under Warp than any other warship at the Chapter's command, and it was despatched without delay upon the Chapter's receipt of their demand for aid, arriving in the Maelstrom Zone in late 904.M41. The rest of the Executioners Chapter during this period gathered their forces at Darkenvault and mobilised for a long campaign far from their base of operations. The second wave would comprise the balance of the Chapter's forces except their 2nd Company (which had still not fully recovered from events at Carrion Deep) and roughly half of their 10th Company, which were left behind to garrison Darkenvault and maintain the Chapter's watch. This total force consisted roughly seven companies in active strength, and was transported into battle by a combined fleet of one battle barge, three strike cruisers, two vanguard cruisers, and two wings of five Sword class frigates. This Executioners force, under the direct command of the High Chaplain Thulsa Kane, was fully engaged in the Badab War in early 907.M41.

Although initially welcomed with open arms on their arrival to aid the Secessionist cause by Lugft Huron and his allies, it was apparent from the outset that the Executioners supported the Astral Claws only on their own terms. The relationship worsened as Thulsa Kane displayed nothing short of guarded contempt for his allies that swiftly saw all interaction between him and the Secessionist command carried out through intermediaries. Although they committed fully to any battle in which they engaged, the Executioners refused to serve as garrison troops, claim fresh territory for the Secession, or attack anything they considered not to be a military target. Despite these self-imposed strictures the Executioners quickly gained themselves a fearsome reputation among the Loyalist Space Marines they fought, particularly after the heavy losses they inflicted against the Howling Griffons at Khymara. As the Badab War progressed, the Executioners proved easily the most able and mobile raiding force the Secessionist cause had possessed, destroying outposts, ambushing convoys and successfully forcing the Loyalists to disperse their forces in rear-echelon reinforcement patterns in order to prevent their supply lines being cut and their rearguard being savaged by the Executioners' persistent attacks. In particular the *Night Hag* under Captain Vanir Hex's command became the terror of Loyalist freighters and warships alike, as it proved able to overmatch even Imperial Navy cruisers in one-on-one combats, and swift enough to escape any trap mounted by superior forces. Despite their invaluable service to the Secessionist war effort, Huron was growing increasingly aggrieved with the Chapter by 909.M41, and in particular he is known to have railed against their tendency to leave survivors of their attacks behind once their strategic objectives were met, and even their allowing the surrender of defeated foes with honour. He sought instead to solve this by having his forces shadow theirs *"To do what must be done"* and to keep the Executioners Chapter distant from as many of his own machinations and actions as possible. But as the war worsened for the Secessionists, they would be forced to relay increasingly on the Chapter to contest the Maelstrom Zone, a policy which would prove disastrous and result in the Executioners turning on the Astral Claws after the events surrounding the surrender of the Salamanders battle barge *Pyre of Glory*. For a further year after this unexpected turn of events, the Executioners Chapter became an unpredictable rogue element in the war, fighting whenever attacked, and conducting their own private war with their former allies until the Executioners negotiated a surrender and withdrawal from the war zone was effected for the Chapter in 911.M41.

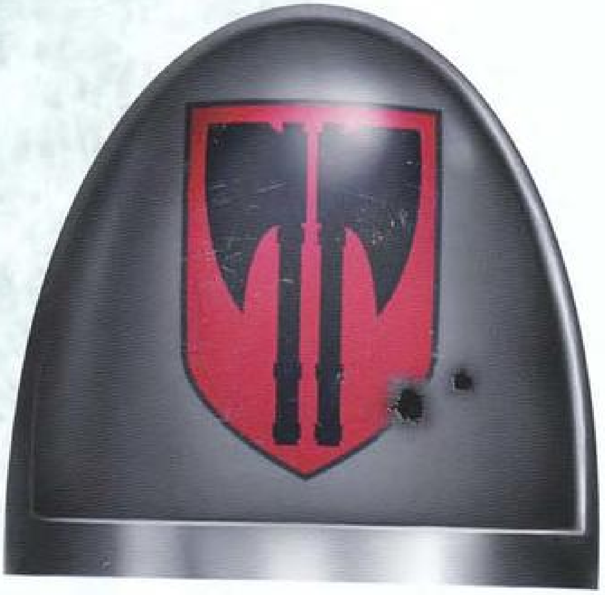
Of all those caught up in the Secessionist cause, the Executioners Chapter perhaps endured the least scathed and the least tainted. They had fought honourably and had lived and died by their oaths. In punishment the Chapter was forced to give up reparations and exiled from their home system for the span of a hundred years, in which time they would undertake a penitent crusade to atone for the Loyalist blood they had spilled and be forbidden from taking up new initiates.

VANGUARD SQUAD HADRAKER

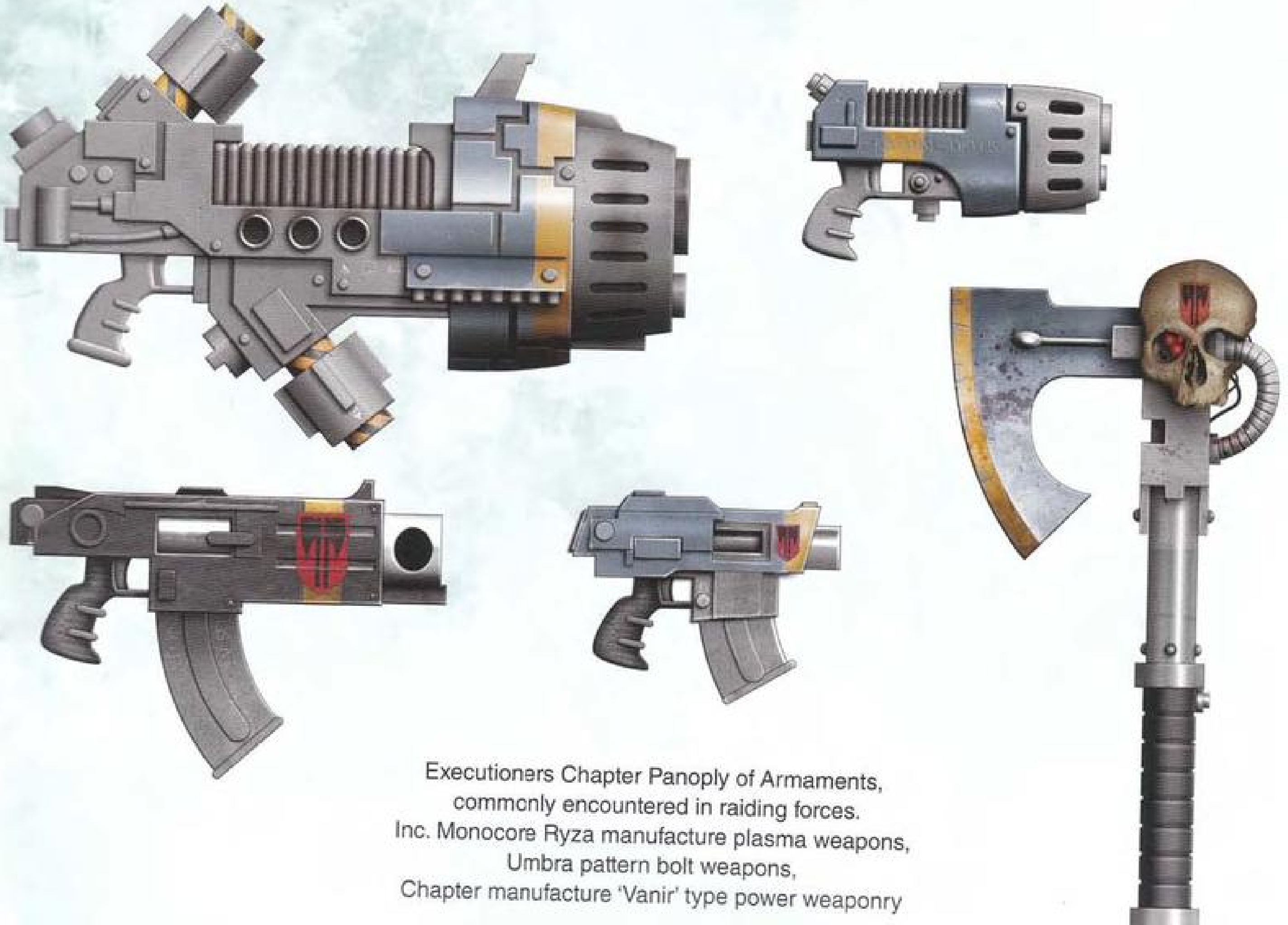
6TH SQUAD, 3RD BATTLE COMPANY



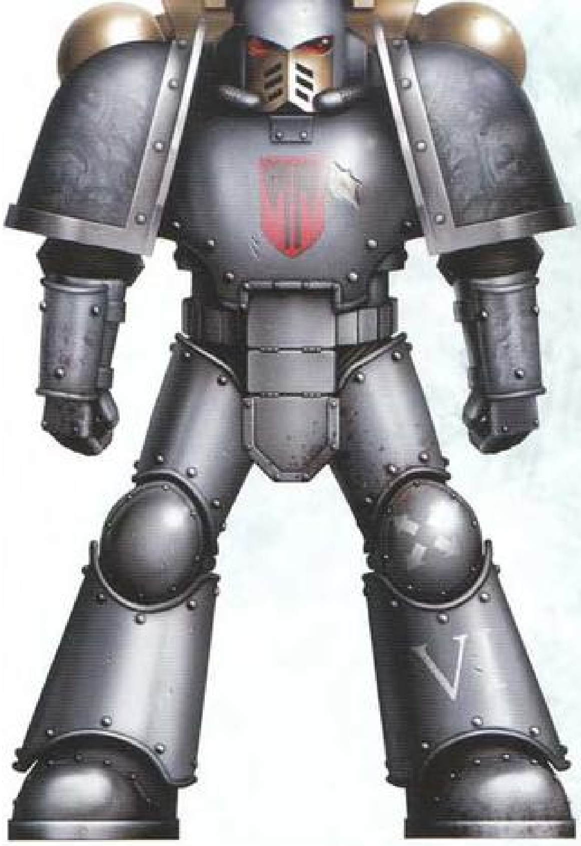
Veteran Sergeant Hadraker,
Strike Leader, Boarding Assault Forces
The Phaeton's Wrath



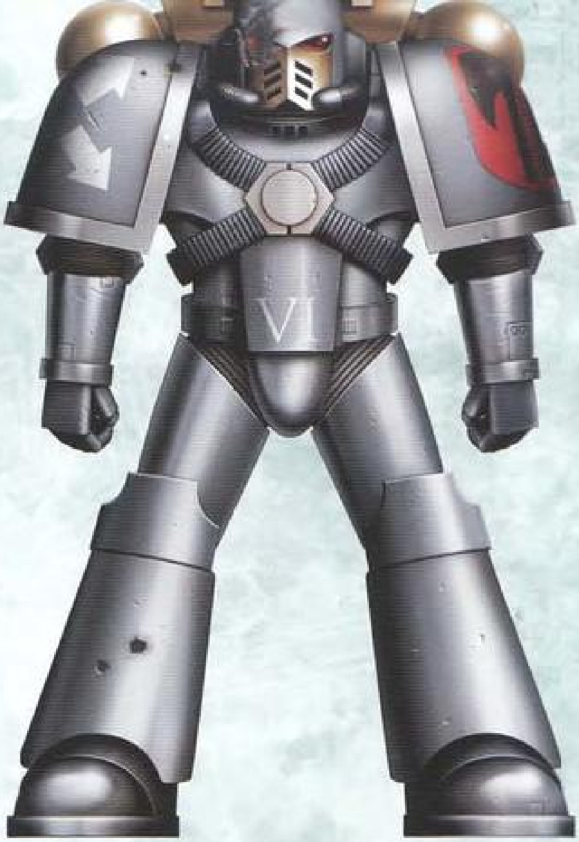
Executioners Chapter Icon
Common Armorial Use



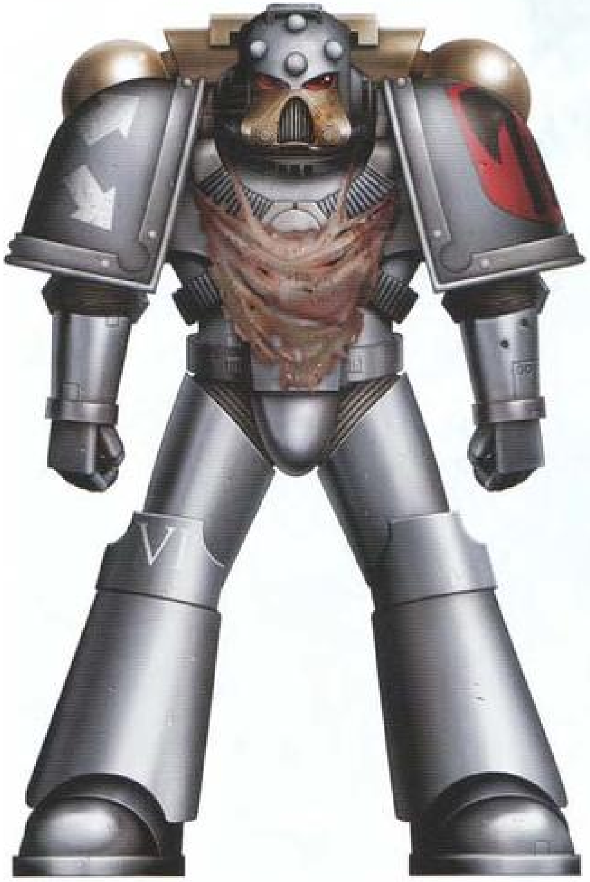
Executioners Chapter Panoply of Armaments,
commonly encountered in raiding forces.
Inc. Monocore Ryza manufacture plasma weapons,
Umbra pattern bolt weapons,
Chapter manufacture 'Vanir' type power weaponry



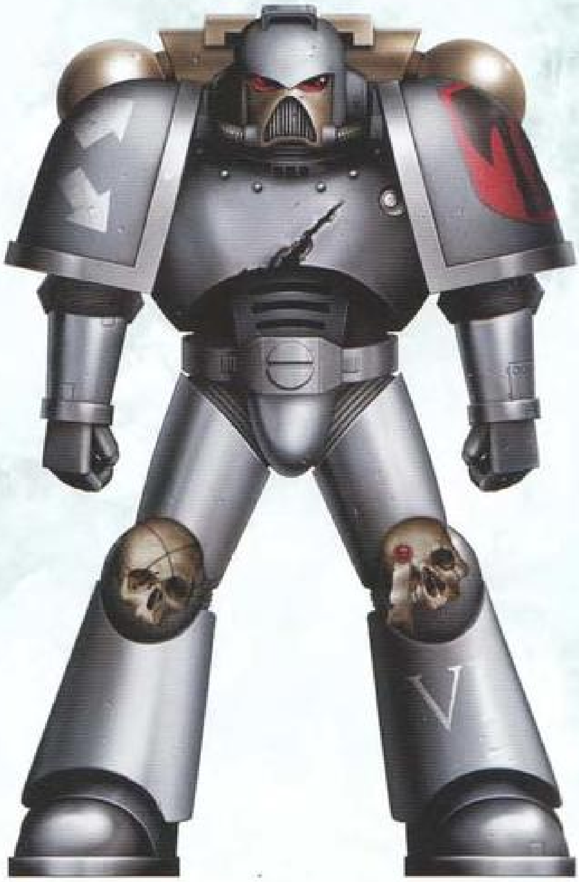
Vanguard Brother Skaran
Slain during the *Red Hour*



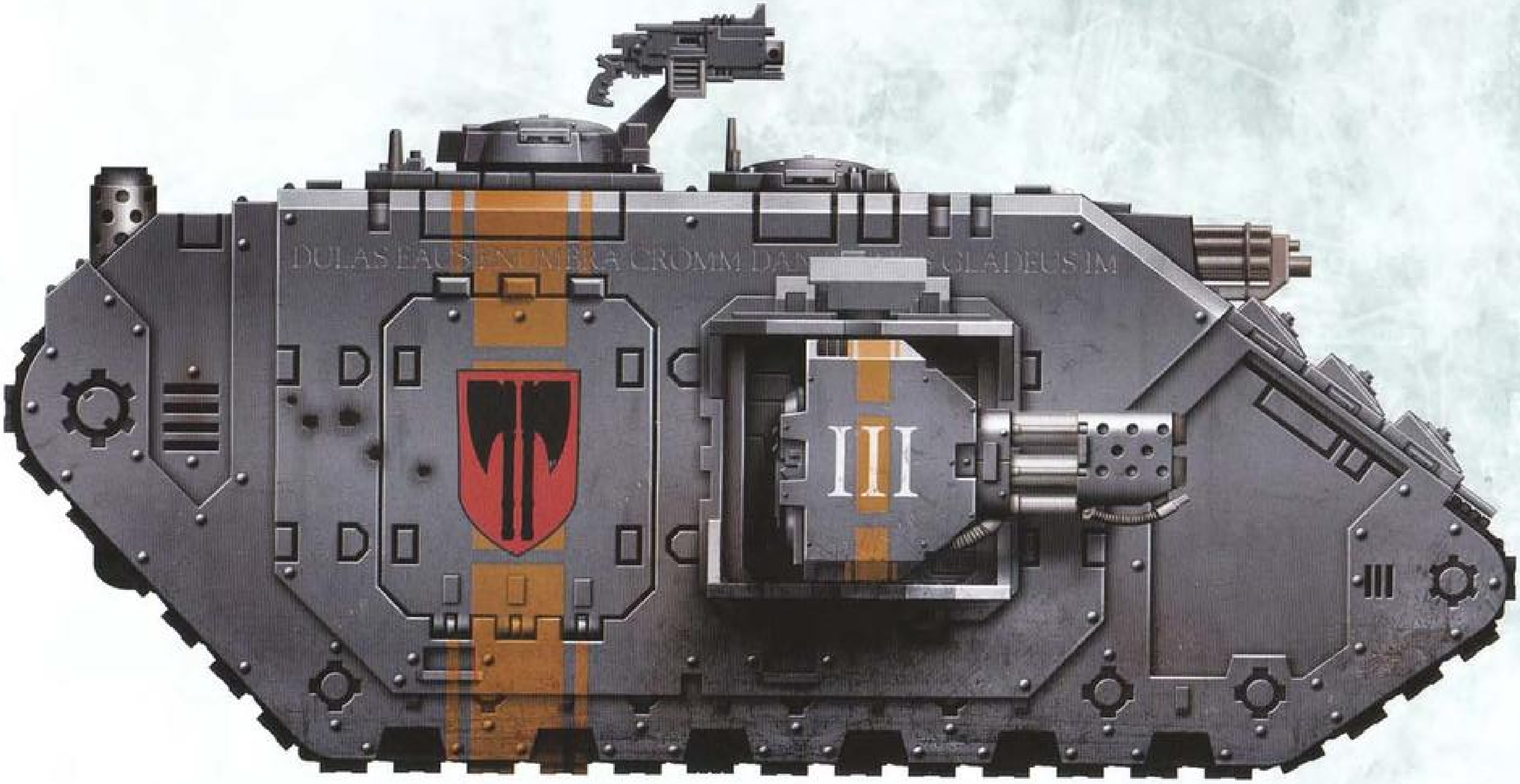
Vanguard Brother Osric
Stigmatun Majoris, the *Red Hour*



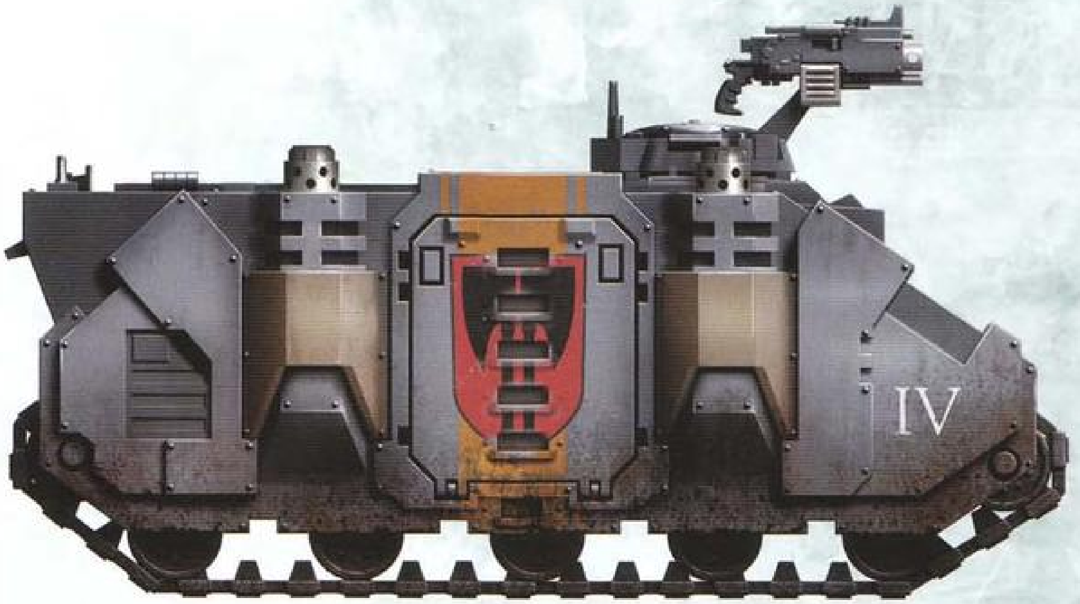
Vanguard Brother Dunwych
hronicled to have taken the Head of Centurion Mendak
the *Red Hour*



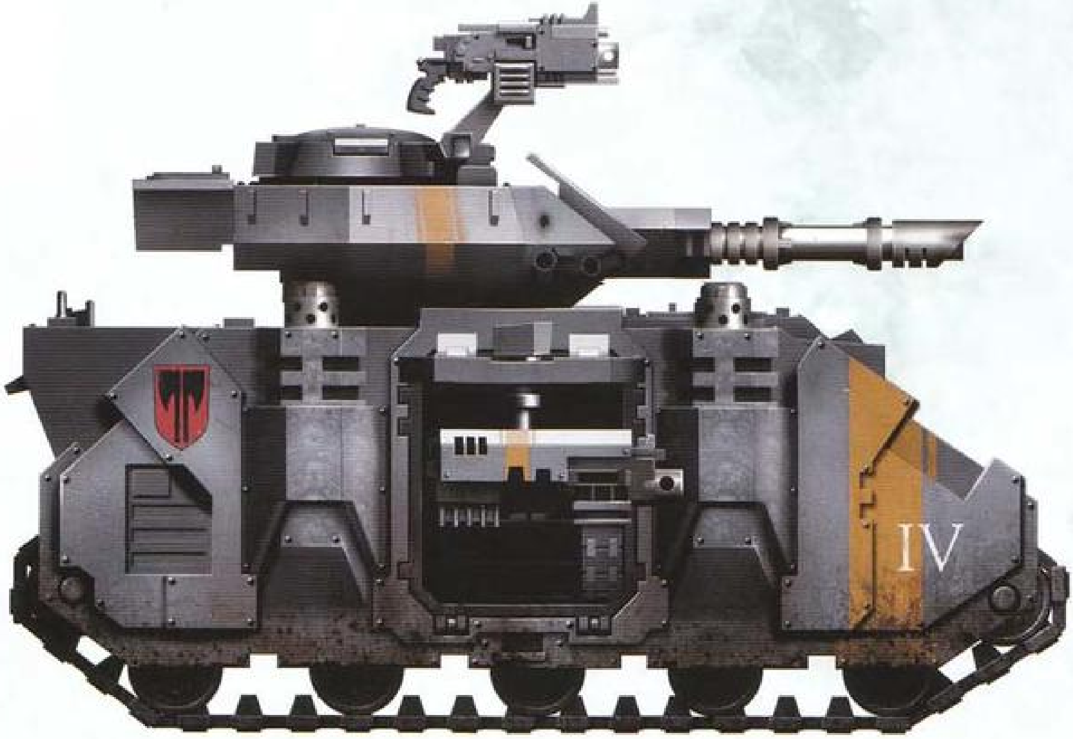
Vanguard Brother Amon
Chronicled to have seized the *Hyrcania*'s Dorsal Gun Vault
and Slain all he Found There
the *Red Hour*


DULAS EAUS ENUMERA CROMM DAN
GLADEUS IM
III

The '*Heart of Blood*' Executioners Land Raider Redeemer
Attached to the 3rd Battle Company
Spearheaded the *Assault on Outpost Lamda*
the Khymaran Drift



Executioners Chapter Rhino Transport
Attached to the 4th Company, Destroyed in Action
The Clash at Uzeal



Executioners Chapter Predator Tank, Annihilator Pattern
Attached to the 4th Company, Four Confirmed Armour Kills
The Clash at Uzeal

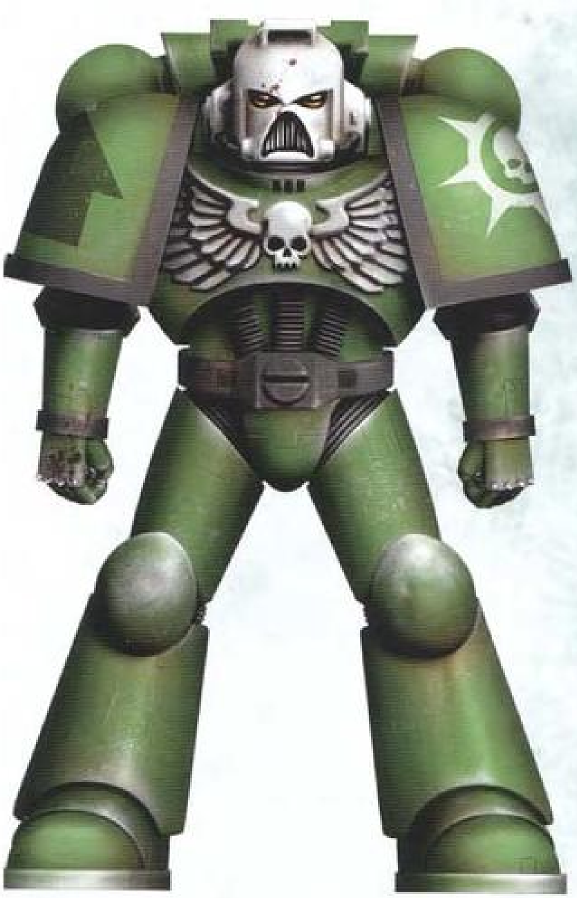
THE SONS OF MEDUSA

CHAPTER NAME: .... SONS OF MEDUSA
FOUNDING: .... NOT RECORDED, CHAPTER RATIFIED BY EDICT; [011.M37: SEE HISTORY]
HOMEWORLD: .... FLEET BASED, [THREE PRIMARY INDEPENDENTLY OPERATING BATTLE GROUPS]
FORTRESS MONASTERY: .... FORTIFIED ASTEROID NETWORK, TAELUS SYSTEM [SEE ADDENDUM]
GENE-SEED (PREDECESSOR): ..... IRON HANDS
KNOWN DESCENDANTS: .... NONE

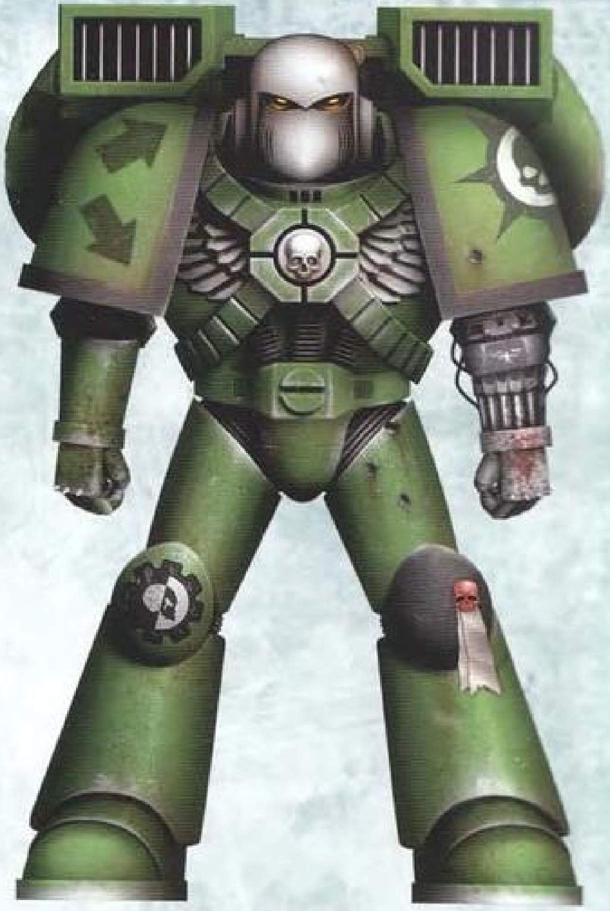
> "Purge the Weak"
> - Motto of the Sons of Medusa

The Sons of Medusa are a Chapter with a history of ruthless efficiency in the merciless persecution of the Imperium's foes. Descended from the lineage of the Iron Hands Chapter, they share many of their forebears' predilections, including intolerance for the weakness of the flesh and a reliance on the power of the machine rarely found in Space Marine Chapters. The Chapter's distinguished roll of battle honours, from its participation in a host of Crusades to its triumphant defence of many of the Imperium's worlds from the heretic and the alien masks a darker past than many would guess at, and a secret and turbulent history of heresy and discord.

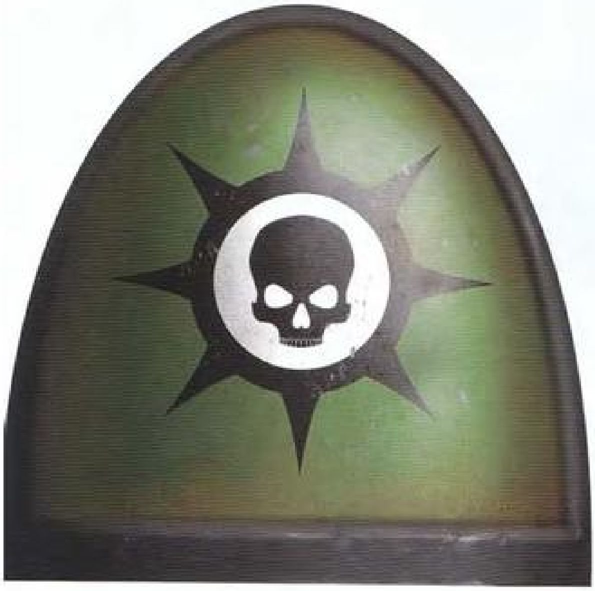
The origins of the Chapter lay in the time known to Imperial history as the Nova Terra Interregnum which took place during the early 35th millennium. This was a period of division and civil war in which the Imperium became fractured into warring and disparate factions which cut across the lines of the Adeptas and turned former allies against each other. During this period it was not just the Imperium's governance and religion which suffered schism, the Adeptus Mechanicus was also afflicted with division and internal warfare brought about by doctrinal differences and competing powers. One of the most acrimonious of these conflicts was the Moirae Schism, a dogmatic battle between Martian Orthodoxy and a radical creed based upon the prophetic writings of a triad of tech-mystics based on the minor forge world of Moirae. The word of the Moirae would spread like wildfire through the domains of the Mechanicus even after their world was reduced to a cinder by the Fabricator General's rectification fleet. The disruptive creed quickly gained influence, both within sects of the Mechanicus priesthood as well as a number of tech guard regiments and Titan legions causing untold harm, before being transmitted even further afield to Space Marine Chapters with close ties to the Adeptus Mechanicus - and in this the Iron Hands were no exception. The Moirae doctrines were quickly embraced by a significant percentage of those within the Chapter, and championed by the infamous Omnissian mystic, Iron-Father Setol Sollex among their clan companies. Discord soon followed, and the Iron Hands rapidly approached the edge of a full civil war, an event only averted by the Iron Hands Great Clan Council's intervention to impose a settlement. Notoriously straightforward and harsh, their solution taken to avoid mass bloodshed within the ranks was a simple one – exile for the minority who had embraced the dissident doctrine, and a binding treaty never to raise their hands against their former brothers enacted by both sides. It is believed that fully a third of the Iron Hands brethren then departed, to be joined in time by a handful of other Space Marines from other Iron Hands Successor Chapters who shared their beliefs (although evidence exists that some such as the Red Talons mercilessly destroyed their errant brothers over this matter, rather than suffer the dissidents to live). This exiled faction still saw themselves as wholly part of the Imperium, still Iron Hands and although reduced to a rag-tag fleet swiftly set about locating and destroying enemy targets. Over time they slowly began to increase their number and strength, commending their gene-seed to higher Imperial authorities and conducting their duty as if they were still part of their mother-Chapter. Over time, the exiled faction continued to use the iconography and pattern of the Iron Hands from which they had been outcast (with some minor variations) having further divided themselves into three new Clan Companies to support their steady increase in numbers, and eventually outlived the schism that had given them birth.



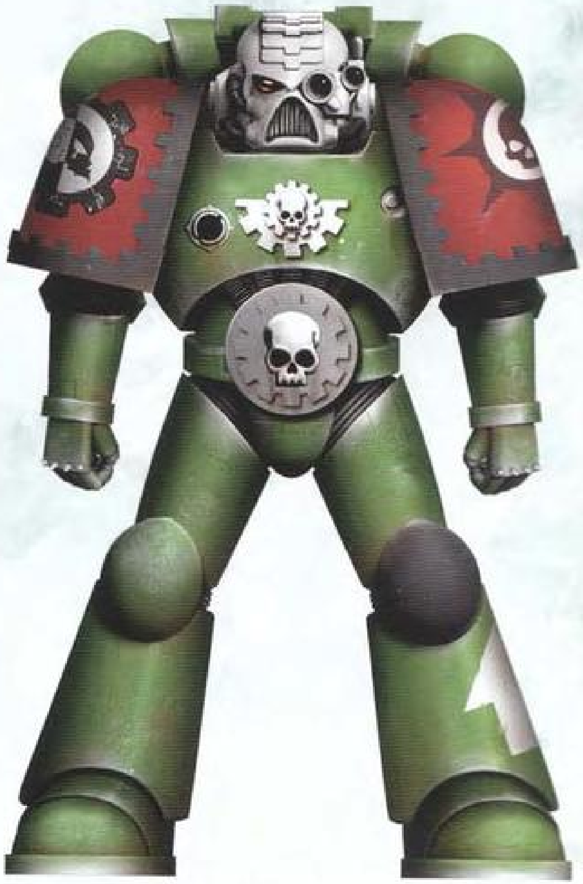
Brother Kheres
Tactical Marine
Mageara War Clan Affiliation



Brother Ashmon
Cited For Fortitude, *Cygnax Campaign*



Sons Of Medusa Chapter Icon
ommon Armorial Use [Atropos War Clan Variation]



Forge-Wright Lumic
Sons of Medusa Techmarine
Chamber Ferrum

So matters continued until the dawning of the Age of Redemption. During this period the newly resurgent High Lords of Terra re-assembled the disparate strands of anarchy and purged what could not be saved from the Imperium. The Moirae exiles of the Iron Hands, now a separate Chapter in all but name were weighed and judged, their record examined in minute detail as was their gene-seed for unworthiness or deviance and they were found to be loyal and untainted. As a result by an almost unique edict the Sons of Medusa were reorganised and ratified as a Chapter of the Adeptus Astartes within the Emperor's grace, despite protests by some within the Adeptus Mechanicus and the grave misgivings held by numerous other Space Marine Chapters.

The first campaigns the Sons of Medusa undertook after their recognition were part of the Great Cull; the systematic destruction of those upon whom the Imperium's judgment had not been so kind. As if to prove themselves to their doubters the Sons of Medusa took to the task with unalloyed zeal and implacable determination, outshining even their progenitor Chapter in the harsh and unforgiving manner in which they executed their duty. Even after the Great Cull ended, the three Chapter fleets of the Sons of Medusa were tireless in their prosecution of the enemies of the Imperium, attaching themselves to many great Crusades and pitching their forces against the foe, no matter how desperate the odds, winning for themselves the grudging respect, if not the trust of their fellow Space Marines over the centuries. Their reputation has been long-marred however by those that would call the Sons of Medusa battlefield scavengers and carrion crows. This is thanks to their tendency to seek out and appropriate weapons and technology from the fallen; a habit learned during the lean years of their exile. It is said of the Sons of Medusa by their detractors that the desire to take wargear remains an underlying motive of theirs, and a principal reason they have never shunned combat against their fellow Space Marine Chapters who have turned renegade or that become subject to Imperial censure.

ORGANISATION

Following a unique organisation pattern derived in part from the Iron Hands Chapter, the Sons of Medusa differ somewhat from the Codex Astartes in command structure, while remaining true to its tenets at the tactical and squad level. Rather than the usual division of ten companies, the Chapter is divided into three War Clans, each of which is further divided into a Battle Company, a Tactical Company and a Support Company (the former two conforming roughly to their Codex equivalents, while the Support company comprises a mixture of Devastator, Assault and Veteran squads). Additionally rather than a dedicated Scout company as the Codex dictates, each of the War Clans maintains a body of recruits and initiates which it considers to be an auxiliary force. Taken together this force makes up the notional

The Moirae Schism

A severe doctrinal conflict within the Cult Mechanicus that occurred during the early years of M35, this schism, named after the minor forge world of Moirae on the north-western edge of the Segmentum Solar, was one of the most divisive and widespread to afflict the Adeptus Mechanicus since the Horus Heresy. The schism erupted during the widespread civil strife of the Nova Terra Interregnum, and this factor allowed the swift spread of radical doctrines that would perhaps have been quickly quashed in a more stable period of the Imperium's history. The Moirae tech-creed was based on the prophetic wave calculations of a triad of tech-mystics enshrined within Moirae's colossal data-looms who believed that they had discerned a series of predictive patterns within the micro-fluctuations of the Astronomican beacon. These Gematric patterns they believed contained the word of the Omnissiah-God-Emperor from which the skein of future history and humanity's destiny could be read. They compiled the fruits of their apocalyptic divinations within encrypted archives, copies of which quickly spread through many of the Cult Mechanicus' sects. These radical teachings included among other visions and interpretations of the Emperor's will, veiled references to the future overthrow of Mars and the fusion of the Cult Mechanicus and the Ecclesiarchy into a unified whole. Such claims were treated (unsurprisingly) as dark sedition by the Mechanicus authorities on Mars and civil war was quickly sparked between traditionalist and radical elements. One of the first casualties of the conflict was the forge world of Moirae itself, blasted to ashes by the Martian fleet. But by this time the schismatic creed had spread. Conflict between its advocates, the Martian Orthodoxy and other opposing radical groups would flare up intermittently throughout the next millennium before the schism was finally ended and its surviving adherents brought back into the Cult Mechanicus' fold.

Although the Sons of Medusa were born as a result of the Moirae Schism, it is unknown just how much of its teachings they still cleave to more than five millennia later. What is certain is that many factions of the Adeptus Mechanicus still view them with suspicion and their forebears, the Iron Hands, treat them with cold civility at best. The Sons of Medusa however maintain good relations with certain Explorator sects and have been tireless in their defence of the Imperium which has won them praise and honour on many battlefields. One final point of note however is that in the late M39, the Sons of Medusa established a series of fortified asteroid stations in the abandoned mining system of Taelus to serve as a more permanent facility for their fleet-based Chapter, constructing secure armouries, gene-seed banks and forges deep within the ferrous asteroid masses. The Taelus system is but a single day under Warp from the dead world of Moirae.

strength of the Chapter to Codex approved levels. In practice, as with all Chapters the actual strength of the Sons of Medusa can vary greatly based upon current levels of attrition in the ranks and the status of its Scout force. This Scout force in particular can vary in size, as the Sons of Medusa are notoriously harsh upon their recruits, brooking no sign of weakness or failure in them. It is better in their minds to run the risk of destroying a worthwhile candidate, rather than allow the chance of a flawed individual into the ranks of the Chapter's Battle Brothers. For those that falter or fail the judgement of their masters and yet survive, the fate of a mindless existence as a servitor in the Chapter's forges is the best that can be hoped for.

Each of the Sons of Medusa's War Clans is ruled by an Iron Thane, and each company within it commanded by a Captain, attended in a subordinate role by a dedicated Chaplain as master of doctrine and discipline. The Iron Thanes of the three War Clans act in concert to control the Chapter as its council, as the Chapter has had no single master since the passing of Setol Sollex millennia ago. This council of three is further advised by the wisdom of the Ancients; the Chapter's honoured cadre of Venerable Dreadnoughts. The Chapter's extensive brotherhood of Techmarines, known as the 'Chamber Ferrum', is greater both in number and authority within the Sons of Medusa than the Techmarine force found within a standard Codex Chapter. The Chamber Ferrum exists outside the structure of the war clans, and its purpose is to enforce unity, cementing the Chapter together as a whole and it is they who maintain supplies of vital war materiels to the Chapter's disparate strike forces. The Chamber Ferrum further manages the disposition of the Chapter's fleet and holds within it the Chapter's Apothecarion and command of its forges and facilities.

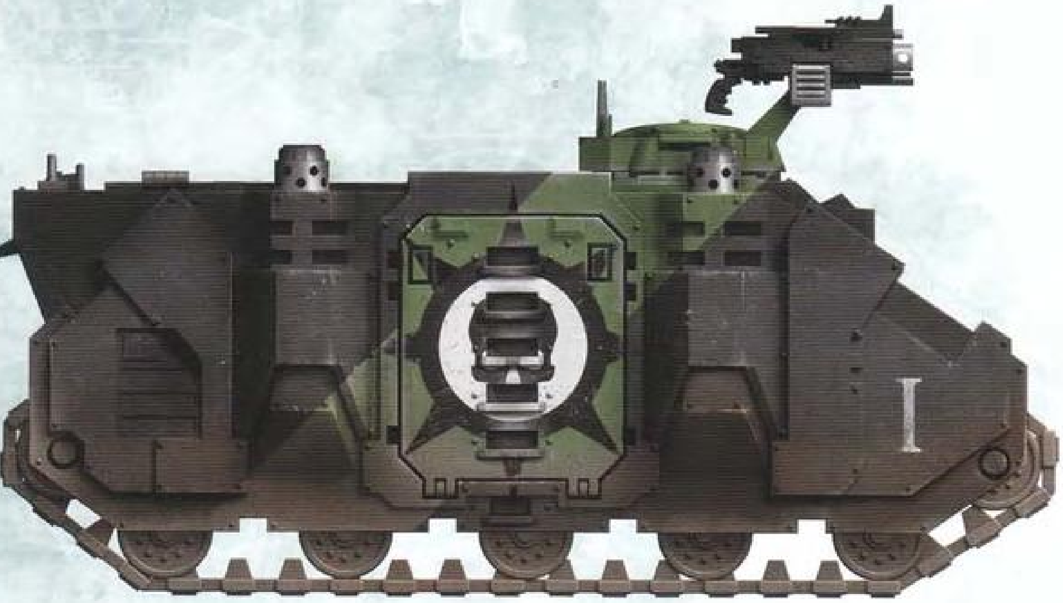
Despite what may seem an inherently divided structure, the Sons of Medusa display a high degree of unity of action and coherence as a Chapter, dominated by a reliance on cold logic and the pursuit of the art of destruction raised to perfect efficiency. As befits a scion of the Iron Hands, the level of technology and weaponry used by the Sons of Medusa Chapter is high, and their armouries are particularly extensive and diverse. The Chapter's forge ships are known to be able to salvage, repair and produce a wide variety of Adeptus Astartes wargear. This range of technology is thought to include the rare ability to construct new Dreadnought chassis and build some of the rarer Land Raider variants such as the Prometheus. This does not stop the Sons of Medusa from aggressively seeking to add to their stockpiles however, and their Techmarines are well versed in the secret Omnissian rites of re-commissioning and maletek-exorcism, facts which see every victory against a renegade Chapter further increase the Sons of Medusa's power.

In character the Sons of Medusa owe much to their forebears, being utterly intolerant of physical or mental weakness in others and least of all themselves. This obsession manifests most notably in a distinct preference for high levels of biomechanical and cybernetic rebuild among their Battle Brothers. Also of remark by those that have fought alongside them is their chill manner and seemingly emotionless responses, as they appear to take little pleasure in success and do not crave glory except to prove their worthiness to their Chapter. Failure to the Sons of Medusa is intolerable, and slights against the Chapter's honour, perceived or real, are met with deadly force, while defeats are viewed as things to be rectified and avenged. To do otherwise would be to show weakness, and weakness is death.

SELECTED BATTLE HONOURS:

The Bellrath Crusade [182-453.M38]
In the year 182.M38, under the auspices of Praetor Slayban Bellrath, a powerful noble from the Terran court raised to the rank of Lord Militant, a mighty crusade was instigated to liberate and dominate the area of space designated as the Laanah Rifts in the north-western fringes of the Segmentum Pacificus from the hands of aliens and heretics. This Crusade, one of the largest of its kind in centuries, was conducted by well over twenty-five million levied Imperial Guard troops with unknown numbers of pilgrims and hangers-on swept along in its wake. The Crusade was supplemented by the forces of two Titan Legions and eight Space Marine Chapters at various times, of which one of the most active was the Sons of Medusa. The Laanah Rifts were a dangerous and largely uncharted area of space, much of which had remained untouched by human contact since before the Age of Strife and the Crusade met stiff resistance to its progress from the start. Shortly after the opening thrust into the unknown, the Sons of Medusa Chapter was soon heavily engaged in fighting previously unknown xenos species, hideously degenerate void tribes and petty sub-human empires who denied the Emperor's ascendancy. Within fifty years the Crusade began to falter, and it was at this time against the twisted alien race given the name of 'Hellgrammite' by the Imperial forces, that the Sons of Medusa would win their greatest victory of the Crusade. These foul anthropoid creatures possessed occult-infused weaponry capable of flooding the void around their worlds with Ætheric fire, and although their physical forms were decayed and frail, they rode to battle on the backs of howling bio-mechanical monstrosities whose barbed-pincers could slash through tank armour with ease.

With Bellrath's crusade salient routed and the horrific xenos harrowing at the retreating Imperial forces, the full might of the Sons of Medusa circumvented the aliens' attack fleets and conducted a perilous counter-attack, cutting behind the aliens' battle lines and striking like a spear thrust at the heart of their domains at the star system code named 'Wormgyre'. Using the arcane science of their Explorator Magos allies, the Chapter's fleet had modified their vessels' Warp coils to help repel the Ætheric fire that shielded Wormgyre, providing them with a measure of defence for a time, and so were able to catch



Sons of Medusa Rhino Transport
Attached to the Command Squad,
Atropos Clan Battle Company
The Galen Subjugation Campaign

their enemy complacent behind their burning skies. Knowing that time was short, the Sons of Medusa plunged directly into a headlong attack with the whole gathered might of their Chapter, hellish flames licking at their warship's void shields as they plunged into low orbit over the Hellgrammite throne-world to unleash their deadly waves of drop pods, Thunderhawks and assault rams on the alien cities.

The Sons of Medusa's attack was as relentless as it was merciless, and the Hellgrammite's spider-web towers of black coral were shattered and charnel-bedecked temples to the dark gods raised millennia before by inhuman hands were cast down. Caught unprepared by the speed and ferocity of the assault, the Hellgrammite for all their Warp-spawned might were as helpless as children before the storm. Such resistance as the aliens could mount was mercilessly crushed, their dreaded fire-shapers isolated and gunned down in hails of assault cannon fire and their mighty battle-mechanoids felled by thunder hammer and power axe. It was said afterwards that the Sons of Medusa killed and killed again, methodically and coldly destroying the creatures, firing until the promethium in their flamers was exhausted and their last bolt shell spent. Still they went on killing, first with combat blade and chainsword, and then when they dulled and failed, with anything they could find to wield. Many Battle Brothers were reduced to pulverising their enemies with their armoured fists and tearing the shrieking, panicked creatures apart with their bare hands. The onslaught carried on until the rubble of the alien temple-cities was painted with the Hellgrammite's pale ichors and half their world had been smashed into ruin. Only then did the Sons of Medusa withdraw.

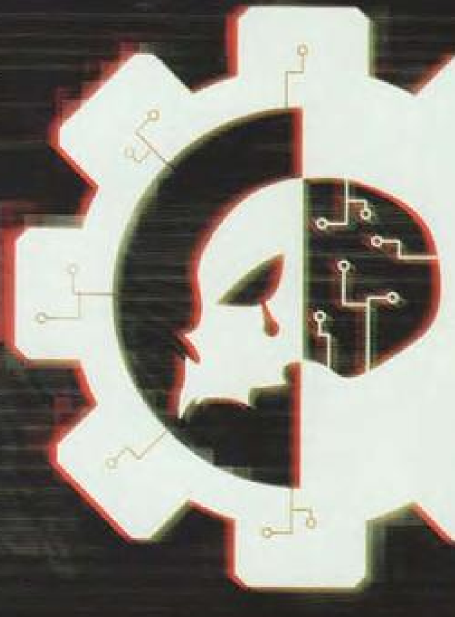
With the death of Wormgyre, the Sons of Medusa had torn the heart from the enemy, both militarily and spiritually, and the Hellgrammites' resistance to the crusade collapsed, their will to war broken at a stroke. In a handful of years they were no more; a once proud race reduced to ashen-ruins with a few scattered refugees hurling themselves into the mercy of the deep void to escape the wrath of humanity. Within a century, a great swathe of the Laanah Rifts was brought under Imperial dominion, and the Sons of Medusa entered the mythology of the new sector's inhabitants, whispered of in the old tales as *"the Emerald Death"* that fell from the stars to punish the God-Emperor's foes. The Chapter for its part has retained some ties to this, the site of one of their most lauded victories, maintaining infrequent contact with some of the Mechanicus factions that founded bases on its frontiers, and holding seldom-used recruiting rights on several of its worlds in tribute to their role in the Laanah sector's founding.

BADAB WAR DISPOSITION

The Sons of Medusa joined the Loyalist cause in the Badab War in direct response to Legate Inquisitor Jarndyce Frain's call for Space Marine re-enforcements after the Secession had been declared heretical. Their stated principal aid in the war was the punishment of the Astral Claws and

The War Clans of the Sons of Medusa:

In a pattern similar to their forebears, the Sons of Medusa maintain an overarching 'clan' structure which overlays the more traditional patterns of Space Marine organisation found within the Codex Astartes. Whereas the Iron Hands are formed of ten clans associated with their home world's nomadic city-caravans, the Sons of Medusa maintain three 'War Clans': the Lachesis, the Magaera, and the Atropos, which were established by their founder Sollex during the Moriae Schism. The doctrine and hierarchy within these war clans is largely independent of the others, but all owe fealty to the larger Chapter command structure. Each war clan's insignia and heraldry varies somewhat from the other, with the Mageara War Clan utilising the 'purest' form of the Chapter's emerald and white heraldry, the Atropos incorporating further elements of sable-black in their heraldry and the Lachesis silver-steel. Beyond these visible signs of difference between the War Clans, what dogmatic or strategic variance between them exists, along with their true interplay and seniority within the Chapter remains utterly impenetrable to outsiders.



Atropos War Clan icon

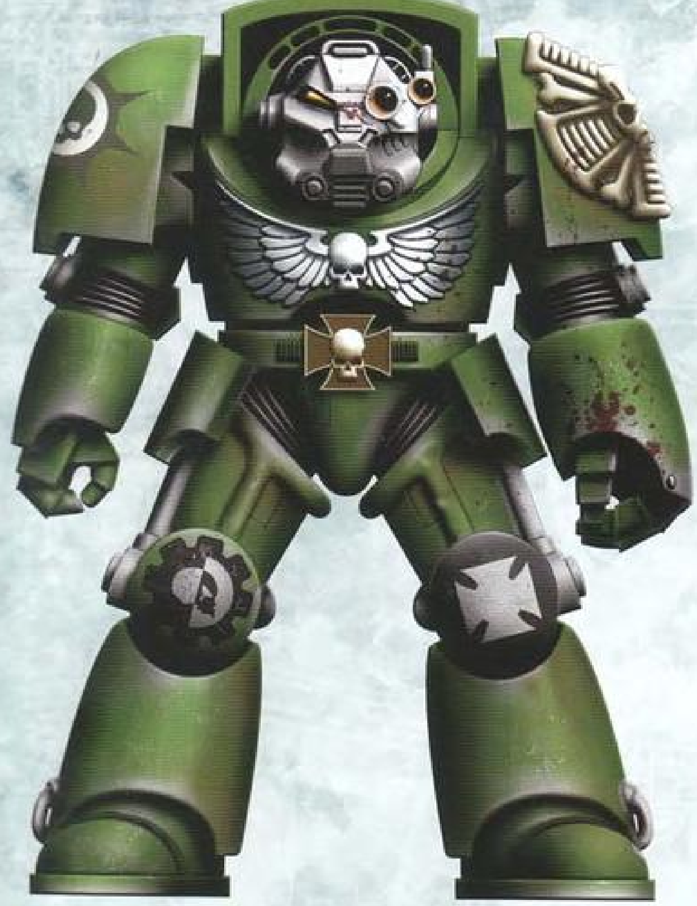
the other Secessionist Chapters whom they saw as demanding destruction for their sins. The first Sons of Medusa strike cruisers and attack squadrons arrived in early 907.M41 with the remainder of their assigned task force in place within the Loyalist's order of battle by the middle of the following year. The combined Sons of Medusa force comprised the full strength of the Atropos War Clan backed by forces drawn from the Chapter armouries and elements of the Lachesis and Magaera War Clans with a combined estimated strength of somewhere between five and six Codex companies, with a fleet of six strike cruisers, two forge ships, a battle barge and fourteen escort and attack vessels of various types.

The undisputed master of the Sons of Medusa force was the Iron Thane Vaylund Cal of the Atropos War Clan, and while he deferred to the Magister Militum, Lord Commander Carab Culln of the Red Scorpions, in strategic deployment and the use of his Chapter, no Sons of Medusa answered to the orders of any but their own Chapter superiors at the tactical level. Lord Commander Culln however had fought alongside the Sons of Medusa before in his career during the defeat of Waaagh! Skullcleava thirty years previously and knew them well, while the Red Scorpions also had the Sons of Medusa's respect as a Chapter. This past history aided considerably in the relations between the two who might have been otherwise in discord owing to their disparate characters, and Lord Commander Culln wisely deployed the Chapter where its strengths and tenacity would provide their greatest effect.

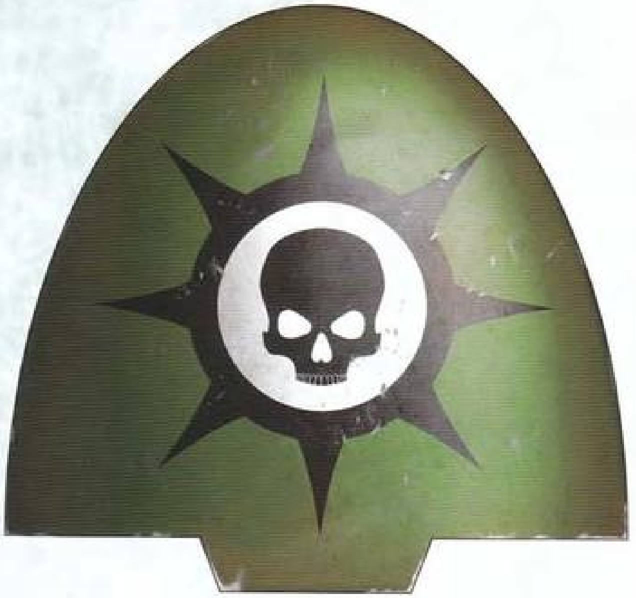
During the early part of their involvement in the Badab War, the Sons of Medusa were first assigned to scourging the post-atomic wasteland of Cygnax of the Secessionist forces, and later led the assault raids against Decabalus and Eshunna, both outer worlds of the Badab Sector. In addition to these battle honours the Sons of Medusa also famously conducted the subjugation campaign against the rebel world of Galen. The Chapter's greatest single defeat in the conflict came with the destruction of their strike cruiser *Warspite* which was lost with all hands in battle with the Executioners Chapter near the Grief system in 911.M41. The aftermath of this battle was to result in the Salamanders and Sons of Medusa nearly coming to blows over the Executioners standing down from the war. The Sons of Medusa's last major engagement of the Badab War was to be the hard-fought assault on the orbital fortress of Sentinel-Sigma in preparation for the final attack on Badab Primaris. In this brutal boarding action the Chapter battled through a storm of fire alongside the Exorcists in order to take command of the vital city-sized star fortress. It was Vaylund Cal at the head of the Atropos Terminators who fought his way to the star fortress's main engine vaults and severed the five-metre thick plasma couplings to silence the station's guns, at last allowing the Loyalists free rein to attack the station's surface. The eventual conquest of Sentinel-Sigma shattered the Badab system's 'Ring of Steel' defences and allowed the final assault on Badab itself to begin.

TERMINATOR SQUAD DRAKON

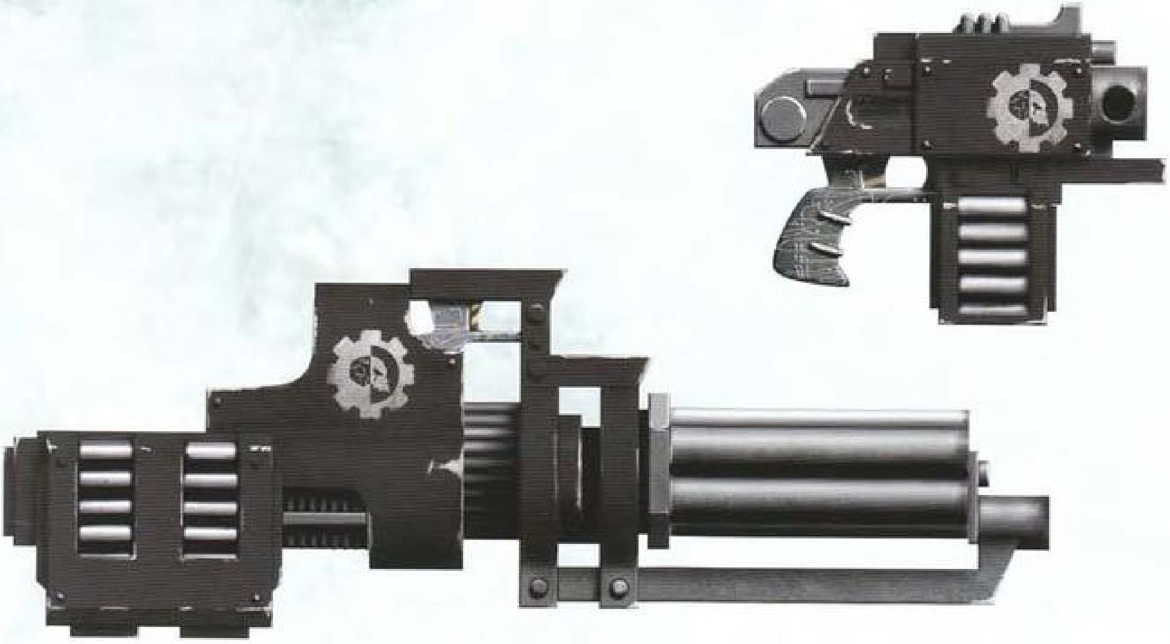
3RD SQUAD, SUPPORT COMPANY
ATROPOS WAR CLAN



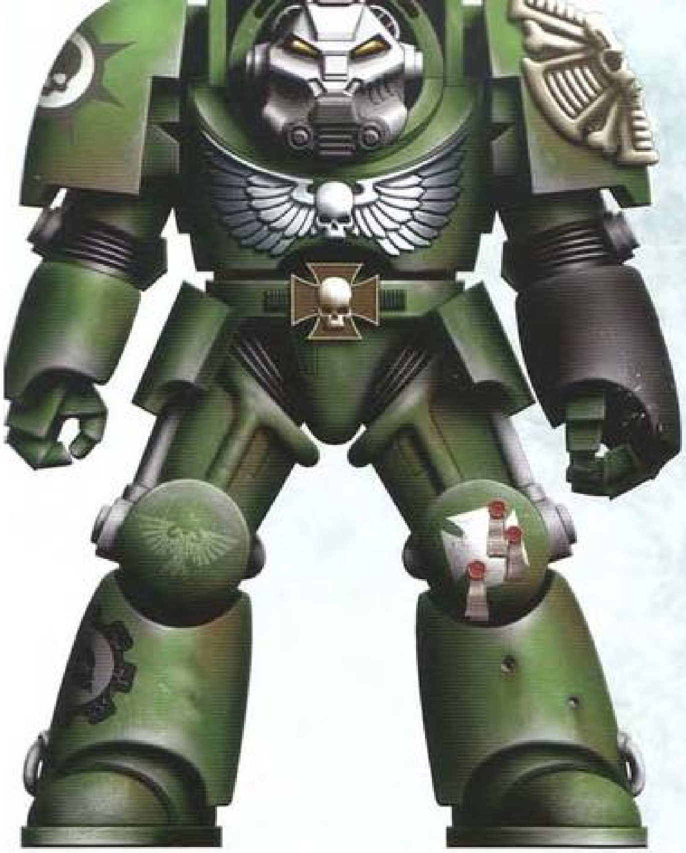
Terminator Sergeant Drakon
Commanded Third Attack Group
Assault on *Sentinel-Sigma* Station
Squad Cited for Successful Destruction of the Astral Claws
Dreadnought *Rahab Col* and the breaching of the Station's
Third Defence Cordon



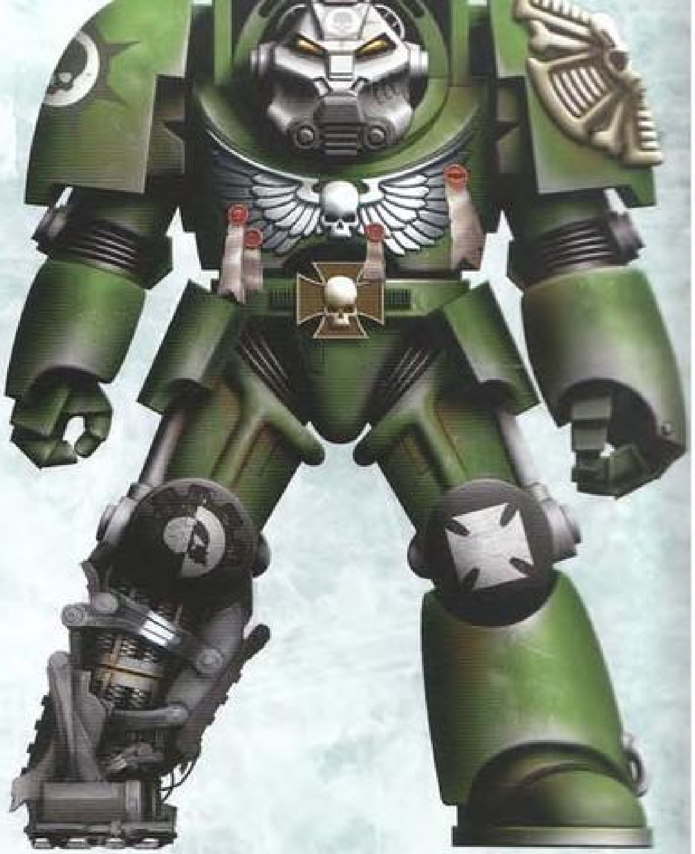
Terminator Armour Chapter Icon Armorial
[Clan Atropos Sub-Type]



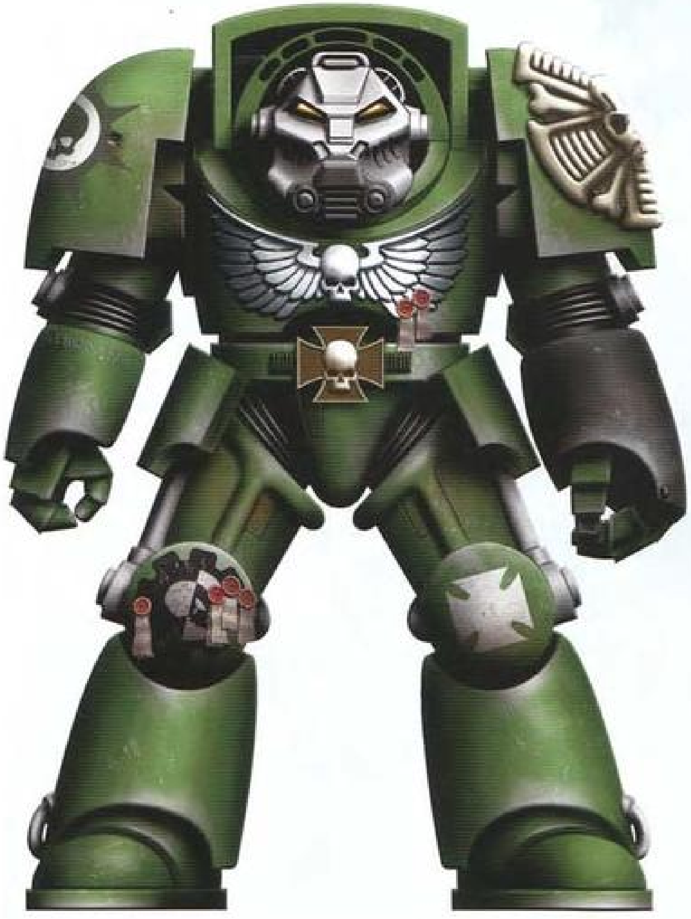
Terminator Squad Armament, Absinia Pattern Assault Cannon,
Ultima Pattern Storm Bolter



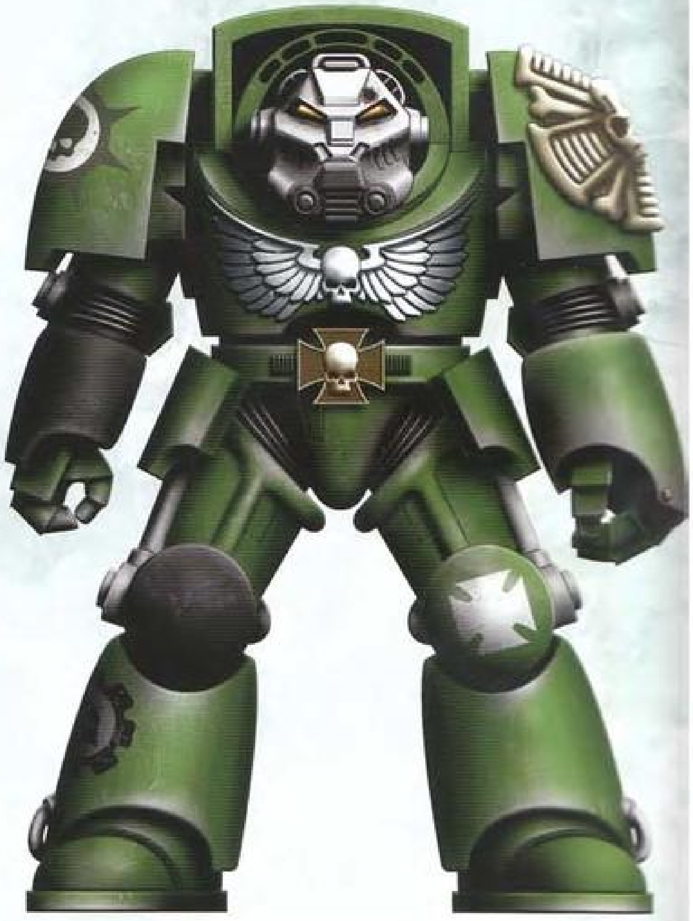
Terminator Brother Argentus
Stigmartus, Assault on *Sentinel-Sigma* Station



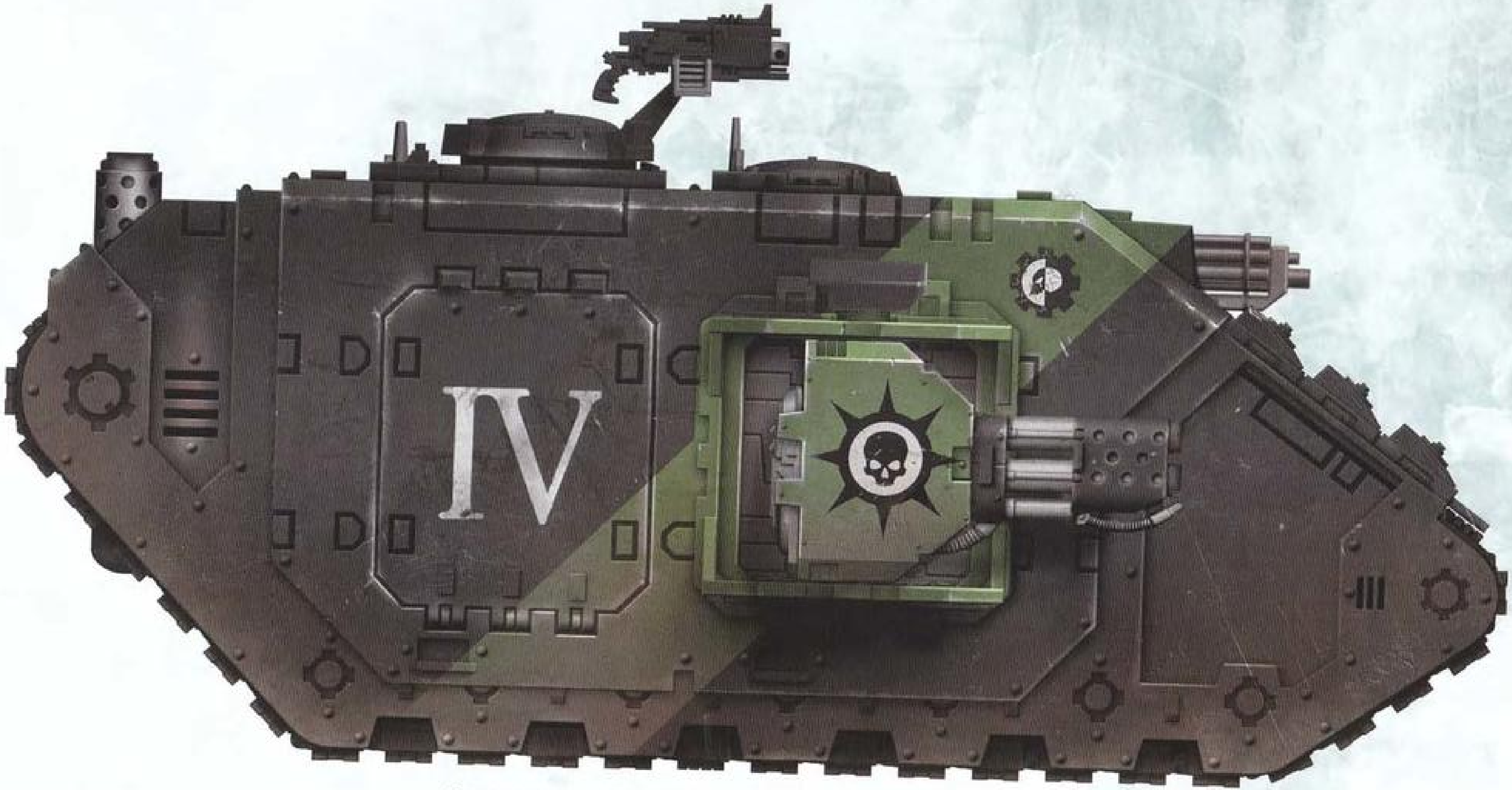
Terminator Brother Sthal
18 Confirmed Adeptus Astartes Slain,
Assault on *Sentinel-Sigma* Station



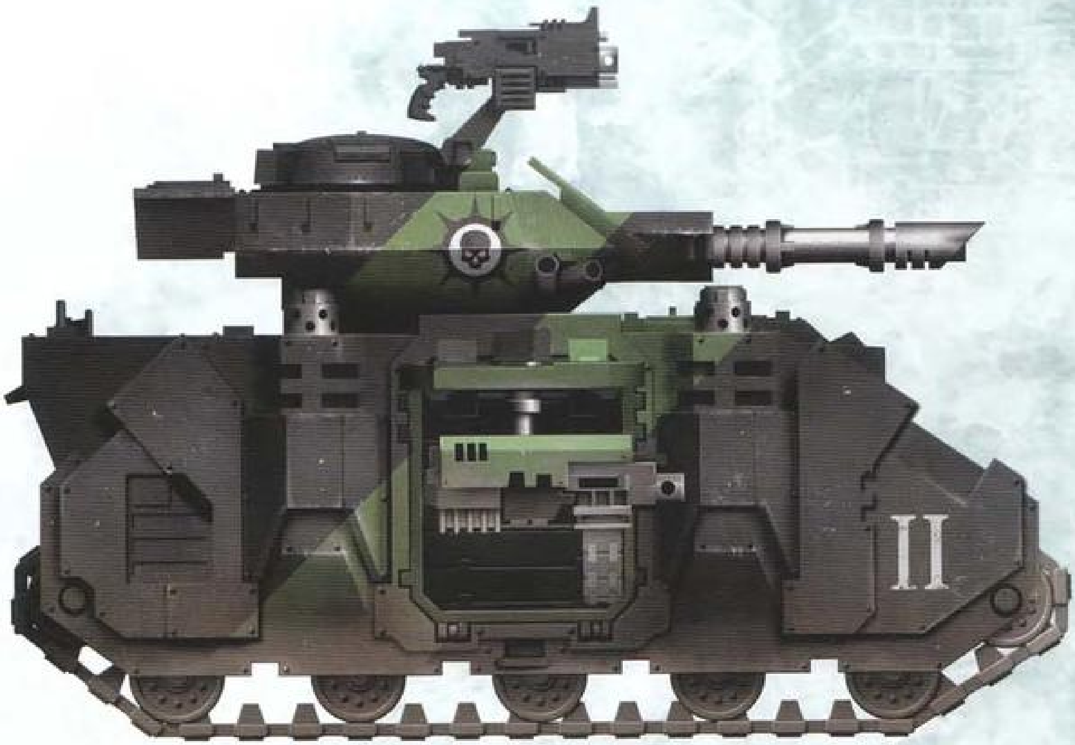
Terminator Brother Fhendal
Taken to the Emperor's Grace
Assault on *Sentinel-Sigma* Station



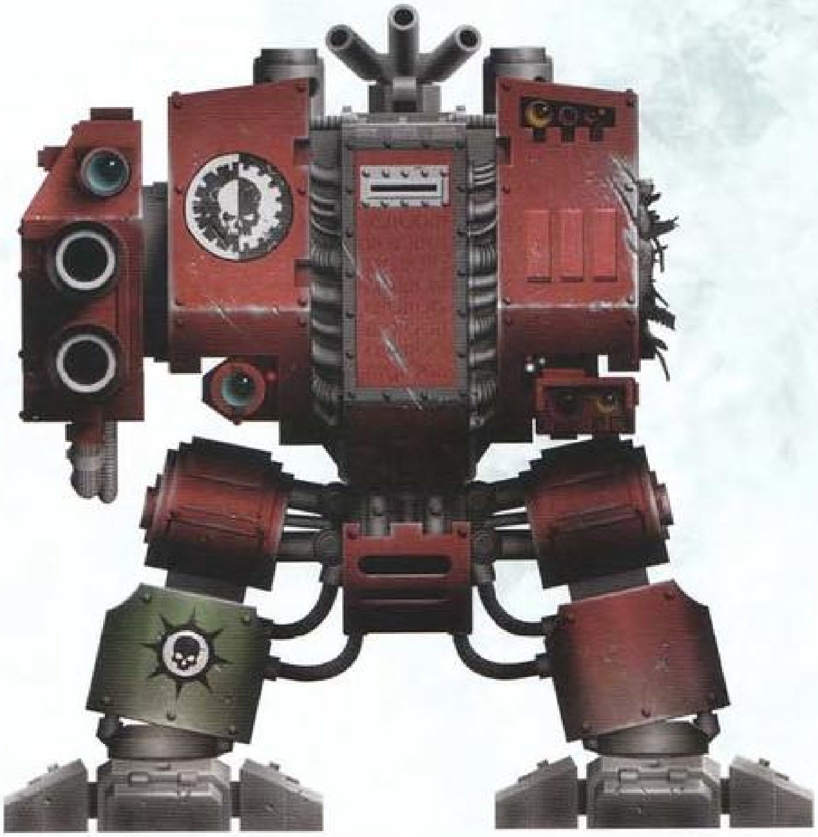
Terminator Brother Mondar
Struck the Deathblow to *Rahab Col*
Assault on *Sentinel-Sigma* Station



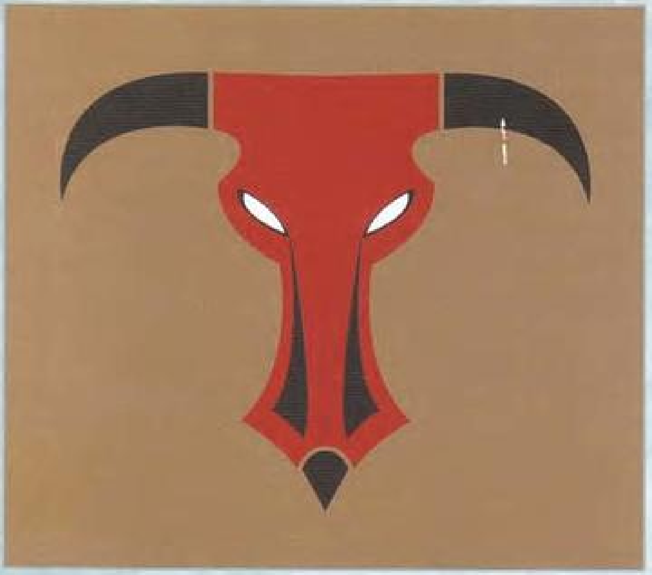
Sons of Medusa Land Raider Redeemer *Euryalis's Bane*
Atropos Clan Battle Company
All ammunition exhausted, sector 4-5 Purgation,
continued in battle, utilising vehicle mass as
principal weapon
The Galen Subjugation Campaign



Sons of Medusa Predator Tank *'Sicalus'*
Motive systems destroyed and vehicle abandoned to its
destruction on surface during retreat from Badab Primaris



THE MINOTAURS



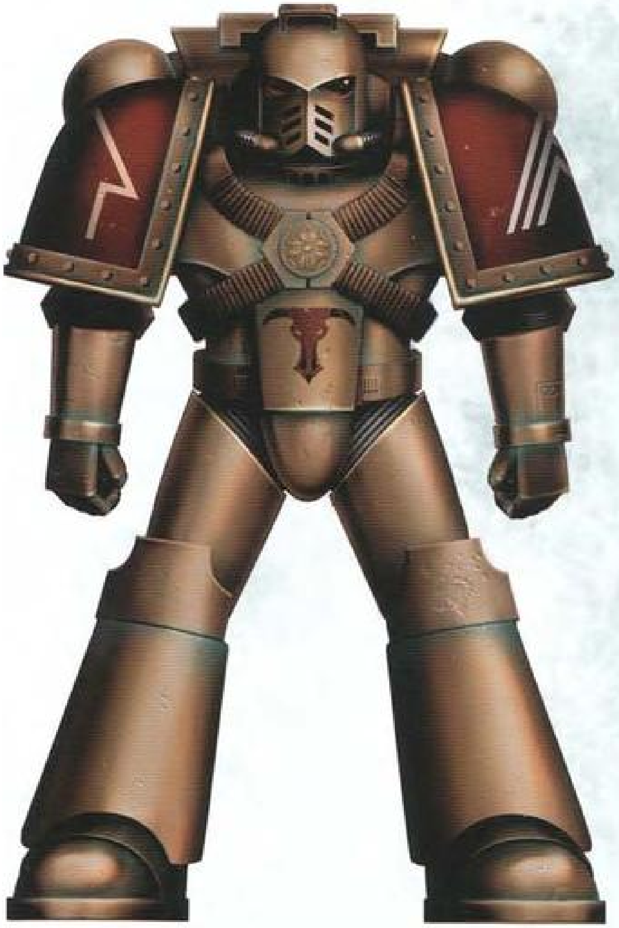
CHAPTER NAME:	MINOTAURS
FOUNDING:	UNCONFIRMED, BELIEVED TO BE THE 21ST FOUNDING [ALSO KNOWN AS THE CURSED FOUNDING, M36]
CHAPTER WORLD/DEPLOYMENT:	FLEET BASED
FORTRESS MONASTERY:	THE RELIC-SHIP *DAEDELOS KRATA*
GENE-SEED (PREDECESSOR):	UNKNOWN/CLASSIFIED
KNOWN DESCENDANTS:	NONE

> *"The beast, the bronze beast in the darkness, footsteps, it never tired, it just kept coming! We didn't stand a chance... wherever we turned, we could not escape, never escape!"*
>
> Testimony of Hedrith Blaine
> Sole survivor, Jurah-17 mining colony,
> Larsha Tertius

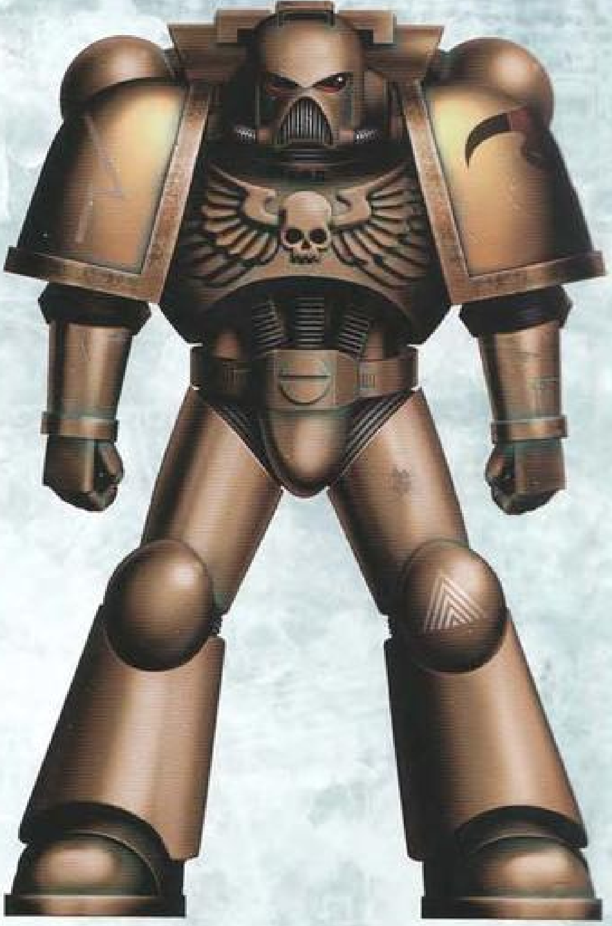
A Space Marine Chapter of brutal repute within the Imperium, the Minotaurs have long been the brunt of suspicion and acrimony by other Space Marine Chapters. Furthermore they are thought by some within the Ordo Hereticus to possess unknown ties to the High Lords of Terra that they find disquieting to say the least. While much of the Minotaurs' record going back over the last thousand years can be ascertained in outline by sifting the myriad war reports and battle archives from across the Imperium, but their history before this point however is not simply lost, but has been deliberately obscured and sealed under binding edicts even an Inquisitor cannot readily undo or circumvent. That there existed a Space Marine Chapter of the name 'Minotaurs', created as part of the 21st Founding is not widely contested, but whether or not they are the same as the Chapter bearing the name that took part in the suppression of the Macharian Heresy in the opening decades of M41 (and the same Chapter that would later go on to play a crucial and bloody role in the Badab War) that is not so certain.

The Minotaurs of the 21st Founding rapidly gained a reputation as a force whose ferocity and fury on the battlefield were all but unmatched. On the battlefield their Space Marines eschewed any form of combat that did not allow them to rapidly get to grips with their enemies as fast as possible. This highly autonomous, almost berserker force was known for its ability to respond rapidly to the pleas and distress calls of besieged or invaded Imperial worlds, but was equally well known for refusing to form part of a wider strategic plan. Their presence was often announced in a war zone by the commencement of an all-out assault upon their chosen target without preamble or even much by way of reconnaissance, hurling themselves at the enemy without heed of loss or cost. Their fury spent, the Minotaurs would then withdraw as suddenly as they arrived, whereas in the same tactical situation a more conventional Chapter might be expected to consolidate its gains or pull back in preparation for a counter attack. Although the Minotaurs' assaults more often than not left a smashed and disoriented enemy in their wake, Imperial commanders and other Space Marine Chapters found the Minotaurs too unpredictable and unreliable a force to count on, preferring allies of more stable temperament. As time progressed, their tendency to shun the command of others, and their erratic gene-seed tithe to the Magos Invigila, combined with the diverse curses that seemed to afflict other Chapters of their Founding, raised much darker suspicions about the nature of the Minotaurs and the secrets they might be hiding.

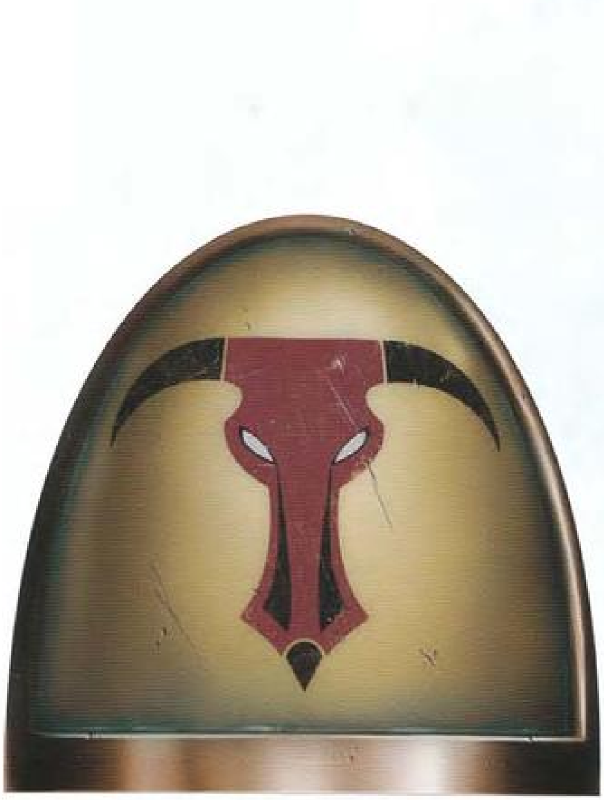
Such fragmentary records that now remain show the Chapter's gene-seed branded as 'Chimeric'. This, as blasphemous as it may now seem, may have indicated that its sources were either from a prohibited source, mixed, adulterated or somehow tampered with genetically during its creation. Secret experimentation of this kind is known to have been carried out on a number of the scions of the 21st Founding, and such annotations show that the Minotaurs were likely among those tampered with in some way. The folly of such hubris by the Magos Biologis of the time was to prove the undoing of many of the Chapters birthed by the 21st Founding, as they succumbed either to spiralling psychological flaws, or worse, monstrous genetic deviation, leading to their disbandment or destruction in the following millennia. It is likely that the Minotaurs' barely controlled fury and their desire to shun those they should have called comrade was a result of some particular curse laid on them in their blood, but whether their affliction mastered them or they mastered it remains unknown. Regardless, from mid M38 onwards, the Minotaurs all but slipped from the



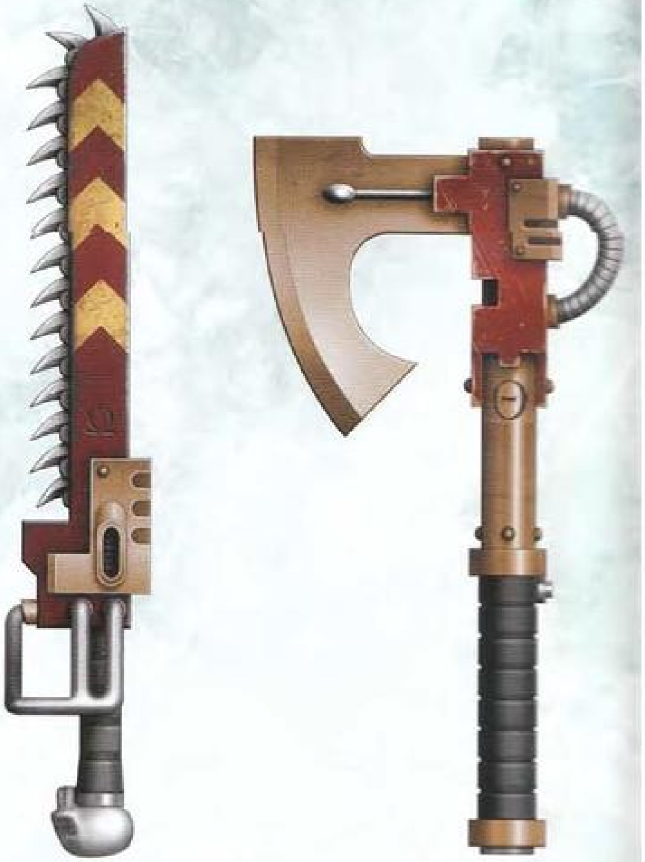
Veteran Brother Isskar
Assault Leader,
Capture of the *Suspiris Lox*



Brother Alkyon
Tactical Marine, 4th Battle Company
Lauded for Valour,
The Slaughter at Crow's World



Minotaurs Chapter Icon
Common Armorial Use



Chapter Arms: Acitus Pattern Chainsword,
Chapter subtype Hesperex Pattern Power Axe,

Imperium's records, their deeds and battle honours suppressed or expunged by a series of edicts and data-purges.

When the Minotaurs reappeared again for the first time millennia later during the suppression of the Macharian Heresy, they were a Chapter both familiar by their reputation and profoundly changed. Equipped to the highest standards a Space Marine Chapter might aspire to, they fought as an integrated and highly flexible force and were based upon a powerful Chapter fleet operating more than a dozen strike cruisers. No less brutal than their ancient repute suggested, they fought in what was nevertheless a more considered and controlled manner than that heard of in the ancient tales of the Imperium; First deploying a vanguard to pin their enemies in combat, then using fast units to encircle them to ensure there could be no escape before bringing in the full weight of the Chapter's firepower and armour to crush the foe without mercy.

Still highly autonomous, the Minotaurs went where they willed but seemed far more content to operate within the structure and command of the Imperial war machine than the Chapter's distant history suggested. Both during the Macharian Heresy and on several other occasions since they have responded quickly and without question to a call to arms from the High Lords, and this has been the case even when that call has been to castigate, apprehend or even destroy formerly loyal Space Marines who have been declared renegade or that have had suspected transgressions lodged against them. This has led to a fell reputation attaching itself to the Chapter, and in particular the Ultramarines and their successors are known to bear considerable ire towards the Minotaurs and will not fight beside them after the Minotaurs' near-extermination of the Inceptors Chapter at Euxcine.

'Honoured Lord,

I am afraid my covert inquiries into the Minotaurs Chapter after their involvement in the recent action at Hermetica have met with a quite literal dead end – the murder of my agent Salco by unknown hands while attempting to recover sealed battle records from the scribe-citadel.

As you are aware my official investigations had been effectively blocked by the local Imperial Commander long enough for the Chapter's ships to leave orbit. Of his sagacity the governor I discerned only that he was afraid – more afraid of whoever had ordered him to stall my actions than he was of my Inquisitorial rosette; a disquieting prospect to say the least.

This leaves us at present with little more than confirmation of the reports of prior Inquisitorial and Ministorum investigations into the Minotaurs being stonewalled or diverted at the highest level, – if further proof were needed. Given Salco's death I have judged that the trail has gone cold here and perhaps it is no longer safe for me to remain. I've also consigned a copy of my report to a secondary courier in case of further 'incident' and remain your old comrade.

D.

//Encrypted data-shard, recovered in the wreckage of the Merchantman /Pride of Jove/ 023.769.M41//

Since its return to prominence certain scholars of the Munitorum Collegia, who have studied the Chapter's actions, have noted discrepancies between the Minotaurs Chapter of the present and that of the past, both in terms of structure and behaviour, and in matters of minutiae such as livery. Any conclusions in this regard remain largely speculative however, as does the matter of the Chapter's gene-seed, of which tithes have been logged but remain classified at the highest level. Some Imperial commanders that have had close contact with the Chapter since their re-emergence have gone on record as finding them to be brooding and malign warriors, far from the epitome of honour and righteousness, and the Chapter's Space Marines as individuals who hold about them an aura of barely restrained spite and malice that breeds fear and apprehension in all but the strongest heart. Others have gone further hinting at an edge of madness in the Minotaurs, and described the defences and security precautions, taken by them even when dealing with supposed allies as obsessive bordering on the paranoid Given their many enemies both within and without the Imperium's order of battle this is perhaps unsurprising.

As a Chapter the Minotaurs seem to bear little respect for anyone or anything, save the God Emperor and the High Lords of whom they have displayed fanatic and unquestioning loyalty, but carry abundant hatred for all else. In their dealings with individual Imperial commanders and other Space Marine Chapters they have shown no love for civility or deference, but have been noted to show some pleasure in testing their skills against worthy foes, and perhaps they consider their fellow Astartes as particularly worthy. This was certainly the case in one well-recorded incident before the fourteenth siege of Antigonis, when a Captain of the Minotaurs deliberately provoked personal combat between himself and a fellow Captain of the Genesis Chapter by insulting the name of Marneus Calgar and those that *"slavishly fawned"* on him. Relations between the two Chapters rapidly deteriorated and bloody conflict between them was only averted by the arrival of a fresh assault wave of Orks from the Octarian Empire and renewed heavy fighting on the front. Given this seeming predilection for testing themselves against their fellow Space Marines it was perhaps then unsurprising that he Minotaurs would appear during he Badab War responding to Legate nquisitor Frain's request for aid. The Astral Claws and other Secessionist Chapters were certainly worthy foes by any estimation, and while the Minotaurs' victories during the conflict, most notably their lauded defeat of the Lamenters at Optera, were extremely mport to the Badab War's outcome, hese triumphs have done little to salve he Chapter's unquiet reputation.

ORGANISATION AND TACTICS

n terms of broad organisation the Minotaurs conform to both the structural and squad-level patterns of he Codex Astartes, but at a tactical evel differ significantly in their general approach to warfare. The Chapter prefers to operate as a whole, or at east in as few divisions of its forces as possible in any given theatre of war, concentrating and thereby maximising its destructive power. This is a strategy that has allowed the Minotaurs to excel at siegecraft and in combat against monstrous opponents, which they can overwhelm by sheer weight of numbers if needs be.

Unlike most Space Marine Chapters some of the Minotaurs' key tactics are partly dependant on the use of superior attrition within a confined area of engagement, and the Chapter's commanders are perhaps less mindful of the fate of its individual Battle Brothers than some, just so long as victory is achieved. As well as a willingness to sacrifice their own flesh and blood to ensure the achievement of its battle aims, the Minotaurs are aided in their chosen pattern of warfare by two significant factors. The first is heir excellent supplies of heavy arms and war machinery and the second, and perhaps more important is the Chapter's markedly rapid influx of new Battle Brothers to replace ongoing osses. The exact source of their war materiel has remained unconfirmed, but they have been observed to operate using large and replenishing stockpiles of tanks and heavy armour (allowing the Chapter's battle companies to make extensive use of Vindicators and Predators as tactical support vehicles), while the Minotaurs Battle Brothers have evidenced widespread access to supplies of the advanced MKVIII power armour, and commonly field much of their 1st Company as Terminators in combat.

Inquisitorial reports conducted into the Minotaurs after their role in the defence of Antigonis indicated that the speed of transition between neophyte, scout and full initiate in the Chapter was brief compared to that of many other Chapters. This was explained by evidence of the use of extremely high levels of programmed psycho-indoctrination and neuro-cerebral surgery by the Chapter. This program accelerated the recruits' progression and was continued during deployment as ongoing treatments to re-enforce mental conditioning administered by the Chapter's Apothecaries. Such techniques, while not inherently heretical or forbidden at this heavy level of use, are profoundly more invasive and carry a greater risk of damaging the subject physically and mentally than those normally performed by most Space Marine Chapters. For these reasons if no others, such techniques are rarely employed as most Chapters consider the more studied training and battlefield erudition of their recruits to be of near religious significance to their place in the Chapter's service and a key part of tempering the soul of the warrior.

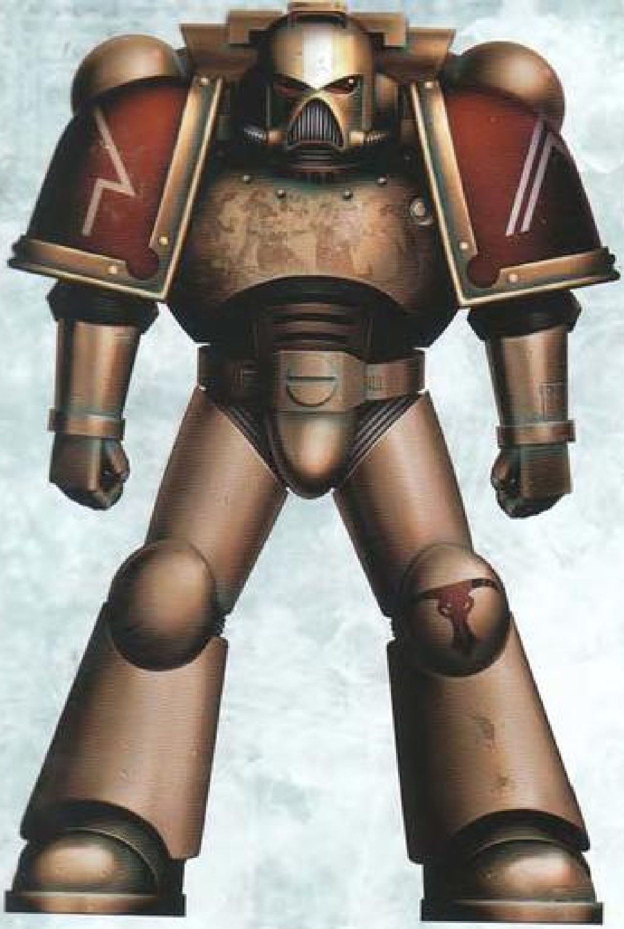
SELECTED BATTLE HONOURS

The Suppression of the Macharian Heresy and the Euxcine Incident [circa 053-077.M41]

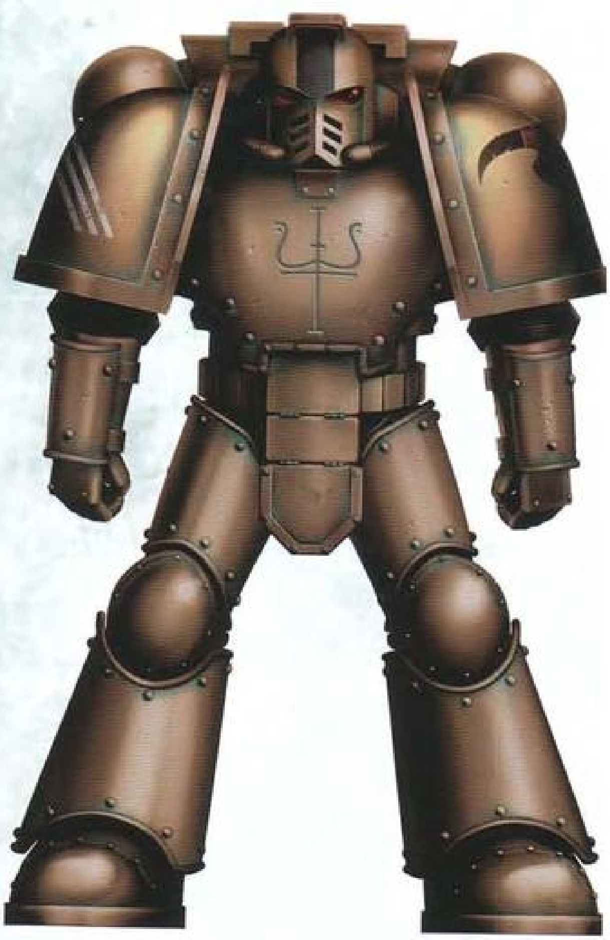
After the death of Lord Solar Macharius those great domains that he had conquered for the Imperium fell into civil war and anarchy, and with Space Marine Chapters now drawing sword upon each other in dispute and anger, the High Lords were forced to act decisively. This they did by calling in several waves of fresh Space Marine Chapters to bring the civil conflict to an end by exterminating heretical forces and bringing order to the region. One such Chapter operating under the High Lords' writ was the Minotaurs, then a Chapter all but unseen for millennia. A fleet-based Chapter, operating fully equipped and at peak strength, the Minotaurs fought as a single cohesive force that struck like a series of brutal axe blows at sources of schism and disorder, quickly earning themselves a bloody reputation by carrying out the orders of the High Lords without question or falter. During the suppression, it was the Minotaurs who formed the spearhead of the battle group which shattered the petty-empire of the outlaw Colonel Lyrias of the 11th Kahdu Armoured Corps, their Chapter's Land Raiders blasting apart the famed tanks of the elite Kahdusine 'Immortals' on the ice plains of Cyros Prime. They also carried out Exterminatus orders on the hive world of Duval and the sword realms of the Hope Cluster. While on the ocean planet of Nereus they hunted down and obliterated the xenos-possessed remnants of the Imperial Paladins Chapter's 4th Company in the mazes of the sub-surface cavern cities, poisoning the seas of this once vital agri-world.

The action from which the Minotaurs gained most infamy during the Macharian Heresy by far was the near-destruction of two Imperial Space Marine Chapters who had become locked in conflict. These Chapters were the Doom Warriors and the Inceptors. Formerly allies in the Macharian Crusade, they had come to blows over a matter of honour and were embroiled in a long running and highly protracted conflict fought under predetermined rules of engagement in the Euxcine system. With the two combatant Chapters refusing calls to end their battle and aid with the pacification, the Minotaurs were dispatched to sunder the two apart and end the strife.

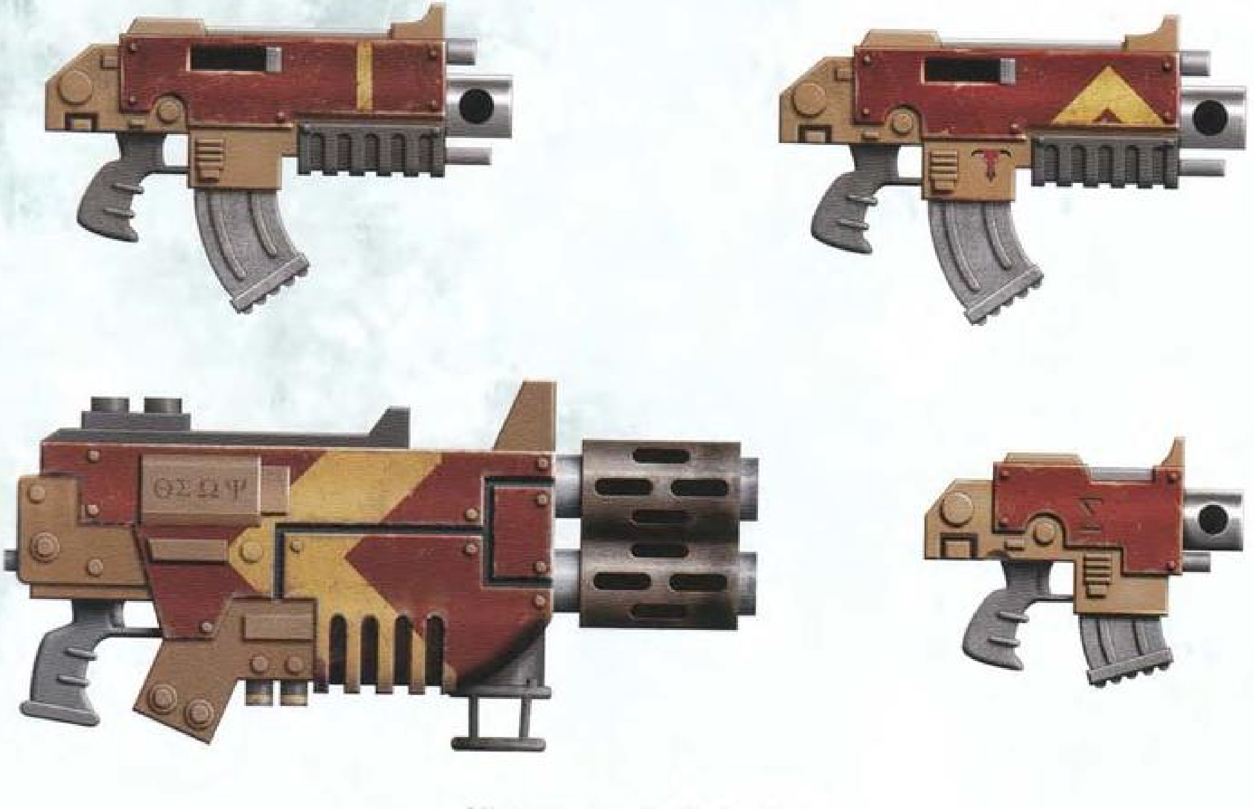
Caring nothing for the causes or rights of the two Chapters, the Minotaurs attacked in full force, catching the combatants unprepared and decimated both Chapters with their initial strike. Overmatched and broken, the Doom Warriors fled the system almost immediately in a barely organised retreat, however with most of their warships either destroyed or captured in orbit the Inceptors found themselves trapped on Euxcine before the Minotaurs' wrath. Relentlessly and systematically the honoured 2nd



Sternguard Veteran Thoul
Sixty-seven Confirmed Kills,
The Judgement on Vyaniah



Veteran Sergeant Geryon
Taken to the Emperor's Grace
The Lamptan Assault



Minotaurs Chapter Tactical Arms
Ultima and Godwyn Ultima Pattern Bolt Weapons, Maxima
Pattern Multi-Melta

Founding Chapter was encircled and slowly destroyed piece by piece, until the ast remaining Inceptors Space Marines were forced into a humiliating surrender. Fewer than a hundred Inceptors Battle Brothers survived the Euxcine incident, while the Minotaurs stripped the fallen of many relics for their own armouries and took the ravaged Chapter's flagship, a Great Crusade-era assault transport hat had served the Inceptors since their ounding, as a spoil of war. That such an ancient and revered Chapter and close scion of the Ultramarines could be almost annihilated in this fashion, and with the tacit agreement of the High Lords, sent shockwaves through many of the Space Marine Chapters who came to hear of it. The Minotaurs were denounced across Ultramar for heir atrocities and forbidden to enter ts bounds. Others of Guilliman's line have since sworn vengeance on the Chapter should the opportunity arise and honour permit them to carry it out.

The Siege of Casaubon, The Defence of Hermetica [760.M41]
Capital of the Chonma sector in the Segmentum Solar, the vital hive world of Hermetica came under massive assault from a vast mutant horde numbering n the millions, led by the armies of the Word Bearers Dark Apostle Leyak the Devourer in 659.M41. The Chaos attack arrived from a Warp rift that opened on the system's edge and was carried aboard a colossal space hulk designated *Nightmare Paradox*. Although Hermetica was well-protected, owing to the suddenness of the onslaught and the sheer scale of the Chaos attack, the system's outer defences were soon overwhelmed, and the trans-continental hives of Hermetica itself swiftly became battlegrounds on which its beleaguered defenders fought desperately against the tide of damned horrors that assailed them. The Minotaurs Chapter were the first outside force to respond to Hermetica's strangled pleas for help, and using their fleet's firepower for cover, they cut off the invaders from orbit and swiftly counter-assaulted the main Chaos foothold on the planet at Hive Casaubon, centred on the Basilica of Saint Lehsor the Anchorite. The Minotaurs' assault was devastating and indiscriminate, and after a heavy bombardment of their landing zones they smashed through the cathedral district's plazas and temples heedless of the cost in attack columns of heavy armour. The Minotaurs' advance was relentless, blasting apart any strong point they encountered and driving the enemy before them along with thousands of trapped civilians fleeing the carnage but who had nowhere to run.

Swiftly the cathedral complex itself was encircled and bombarded; its kilometre-high spire toppled in a crossfire of turbo-laser strikes from the Minotaurs' Thunderhawk Gunship wings. Into this storm of debris and ash, the Terminators and assault squads of the Chapter attacked to wipe out any survivors, led by their Chapter Master Asterion Moloc at the forefront of the attack. Fighting his way into the depths of the basilica vaults, it was Asterion Moloc who slaughtered the foul Leyak's daemon-possessed bodyguard and struck a mortal blow to their hulking toad-like master. But before the fatal stroke could be dealt to the Dark Apostle, he fled into the Warp by his black arts.

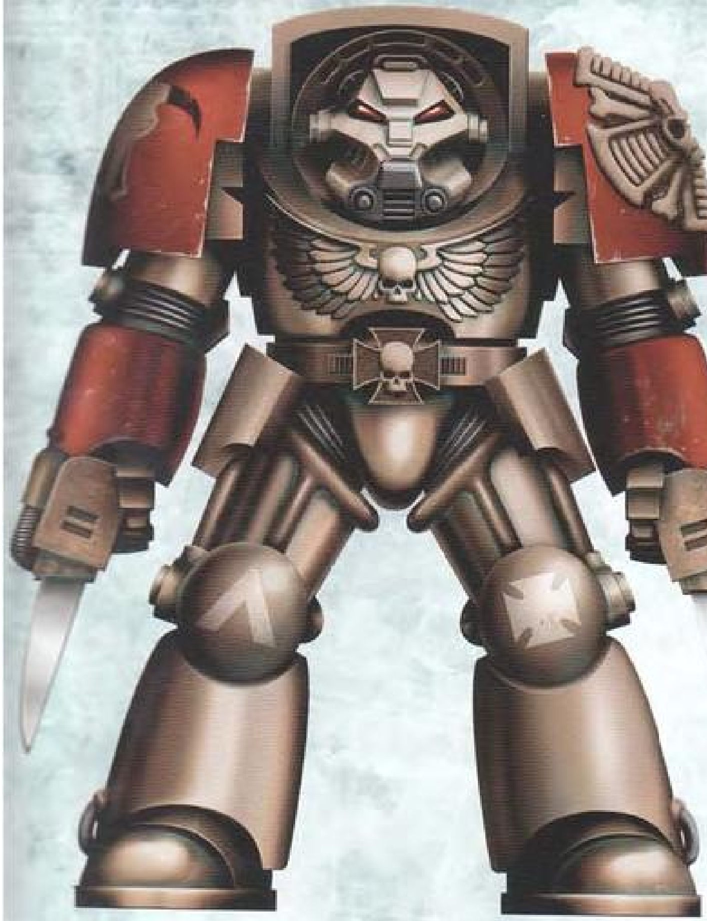
The degenerate tide fought on, but now leaderless and without direction it was beaten back and contained until the arrival of the Imperial 17th Battle Group and Imperial Guard regiments from Necromunda which purged the world of the Chaos taint. Deflected from its course by nova-cannon strikes, the hulk *Nightmare Paradox*, now silent, occupies a quarantined orbit in the distant reaches of the star system, awaiting further detailed examination by the Grey Knights and Adeptus Mechanicus.

BADAB WAR DISPOSITION
The Minotaurs arrived to take part in the Badab War in 907.M41, answering the direct call of Legate Inquisitor Frain for more Space Marines to join the Loyalist cause. By this time the conflict was in its fourth year of open warfare between Space Marine Chapters, and the Minotaurs committed their entire strength to the war; some ten companies and eleven capital ships of various types in all. While the Minotaurs co-ordinated their efforts with Loyalist command, they operated largely independently in the southern Maelstrom Zone, striking targets amid the Pale Stars and Dene Stellar Drift border regions. In these battles the viciousness of the Chapter's reputation for leaving no survivors among those that resisted them quickly grew, and remained uncontested until the arrival of the savage Carcharodons to the Loyalist cause. The Minotaurs gained several important victories during this time, effectively destroying the Secessionist forces on Kyro and Crows World, and it was the Minotaurs that would finally take the key world of Vyaniah for the Loyalists. The death toll of their attack would eventually only be exceeded by the final battle for Badab Primaris itself. However, the action for which their fame would spread far beyond the conflict (despite a deliberate suppression of the war's progress by the Inquisition), would be their wholesale defeat of the Lamenters Chapter in a close-quarters space battle in the Optera system in the closing days of 908.M41. With the Lamenters' Chapter Barque crippled, and the Secessionist Chapter already having suffered considerable losses in the war, the Lamenters were badly outnumbered and unable to escape when the full force of the Minotaurs Chapter attacked them. The Lamenters were eventually forced to surrender after a murderous seventeen hour struggle, in which scores of separate boarding actions and counter-actions spilled into the conflict on the planet below, both sides suffering appalling casualties.

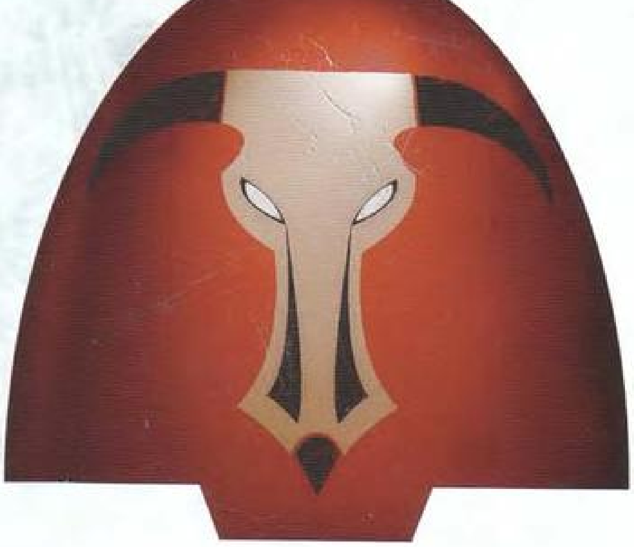
The Minotaurs continued in the war's prosecution despite significant losses, controlling the southern Maelstrom Zone for the Loyalists for the rest of the war. As fresh Space Marine Chapters became available to prosecute the war's final stages, they mounted several punitive campaigns against former rebel worlds, destroying renegade outposts and contesting the Executioners Chapter's raiding forces. In the war's closing stages they were also utilised specifically for their renowned abilities in siegecraft. The Minotaurs withdrew from the Maelstrom Zone in 913.M41 after the fall of Badab Primaris taking with them several former Lamenters warships to replace their own losses. Astropathic records report the Chapter heading towards the Segmentum Pacificus when last sighted, likely travelling towards the ongoing wars on the western galactic fringe.

TERMINATOR ASSAULT SQUAD ZELAOS

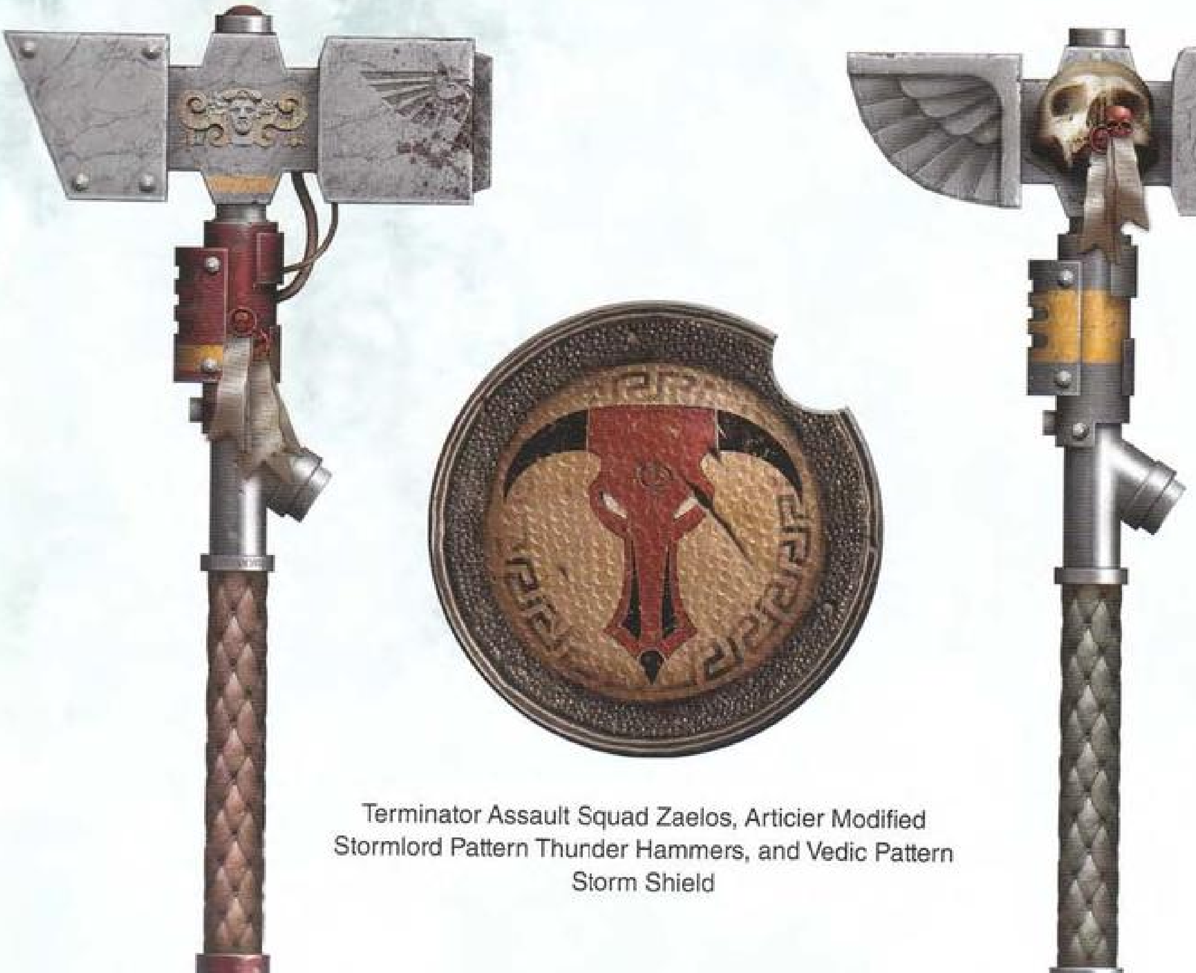
MINOTAURS 1ST COMPANY



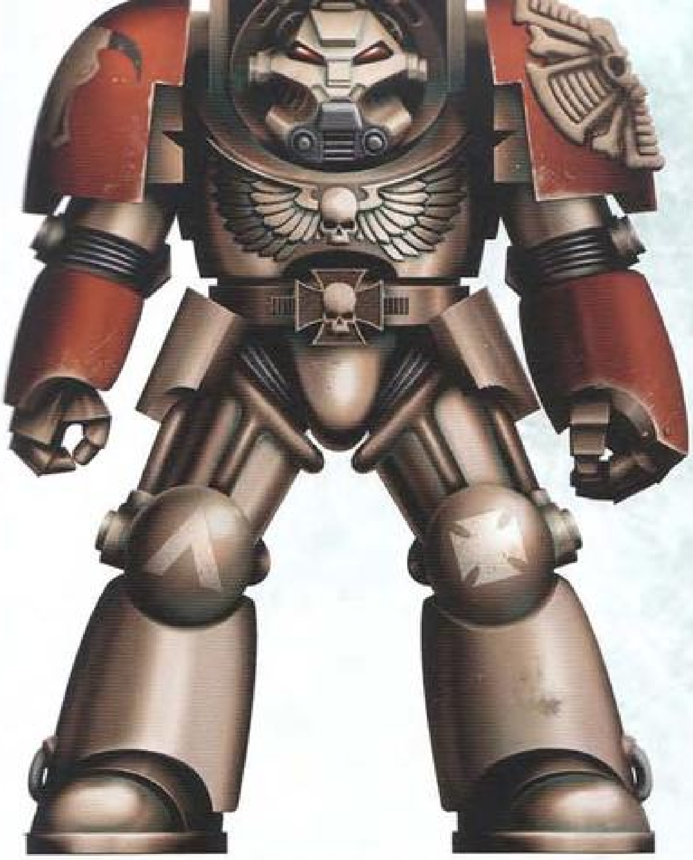
Veteran Sergeant Zelaos
Awarded the Bloody Mantle, Raised to Brevet Captaincy
The Battle of Optera



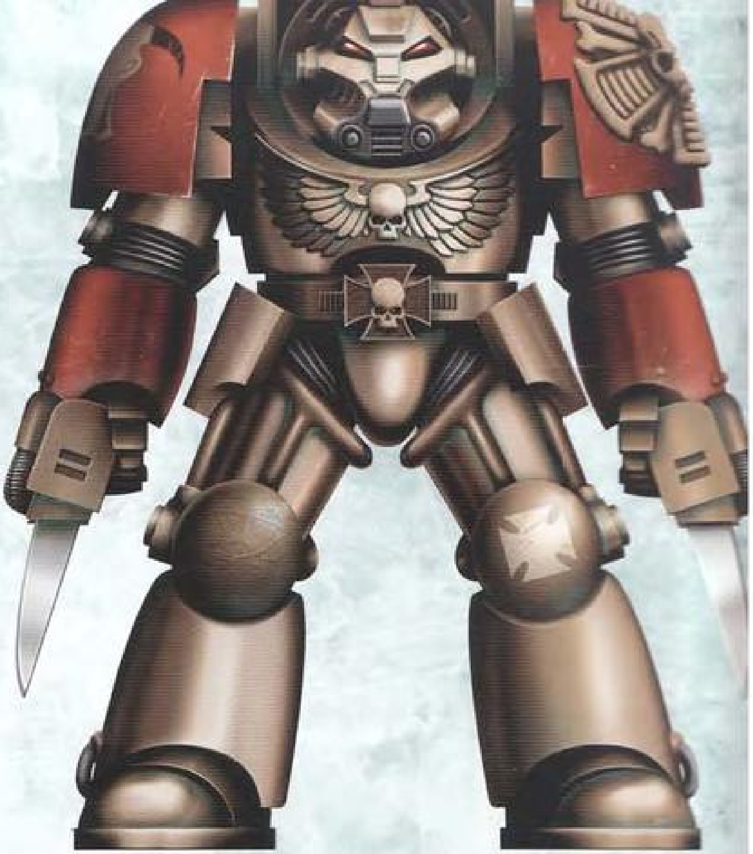
Minotaurs Chapter Icon
Terminator Armorial Depiction



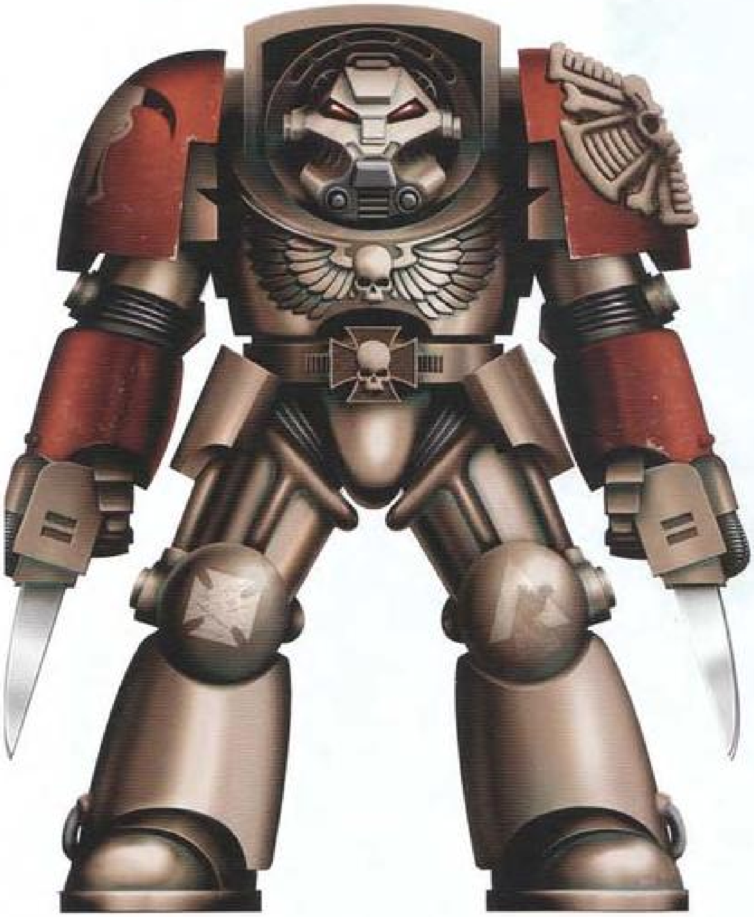
Terminator Assault Squad Zaelos, Articier Modified
Stormlord Pattern Thunder Hammers, and Vedic Pattern
Storm Shield



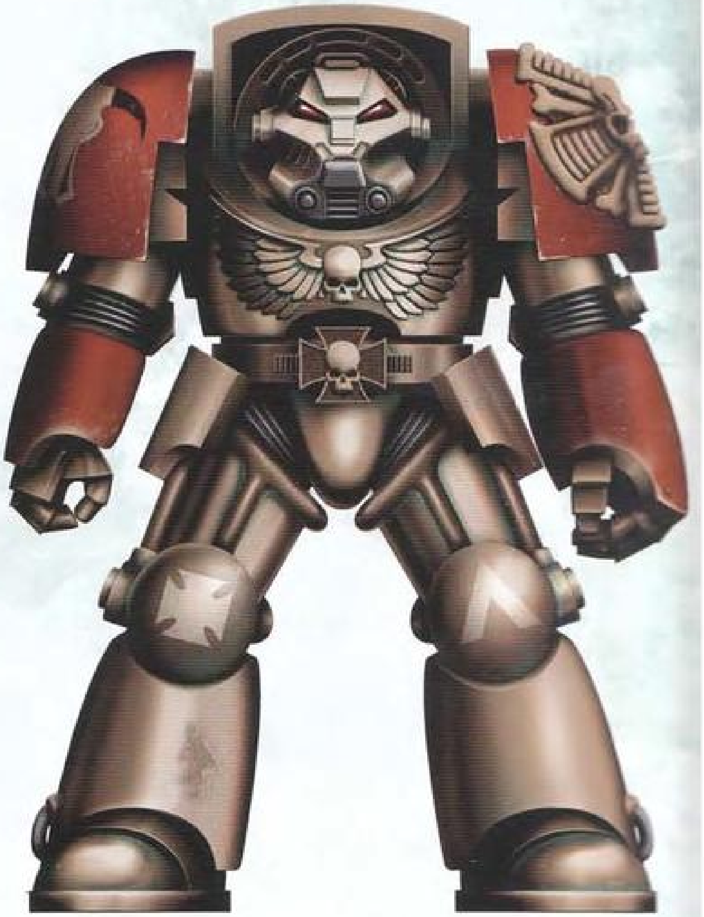
Terminator Porphyo
Lost to the Void, *The Battle of Optera*



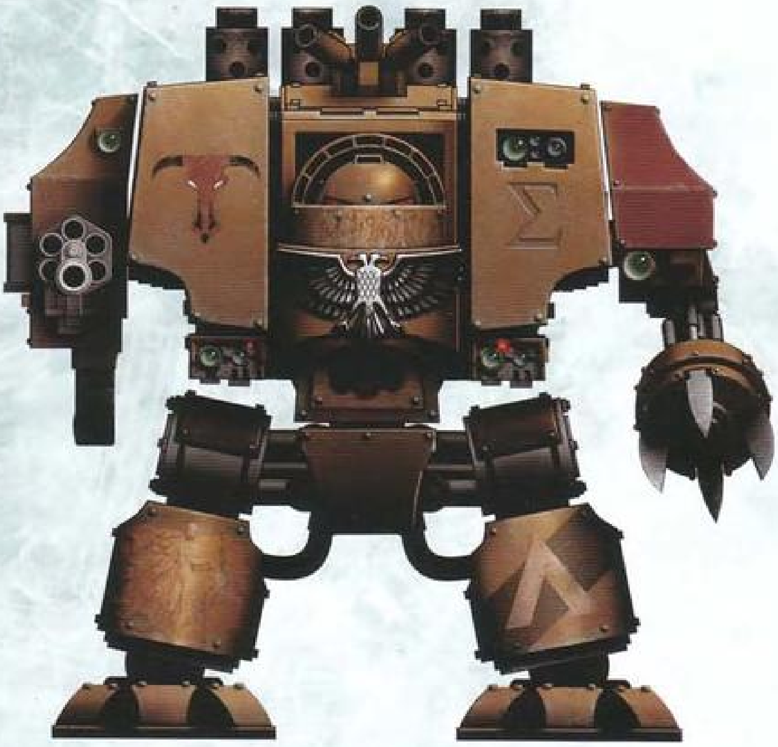
Terminator Kolkhis
Stigmatum Majoris, *The Battle of Optera*



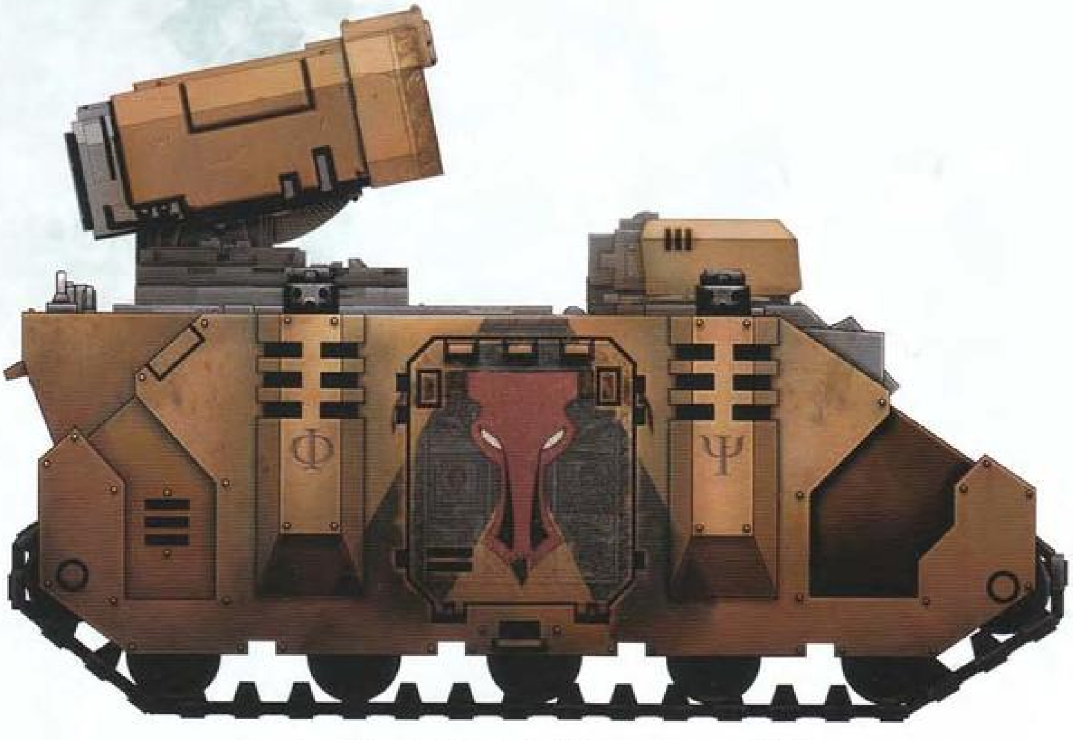
Terminator Arkhlus
Slew Captain Numas of the Lamenters
Succumbed to His Wounds
The Battle of Optera



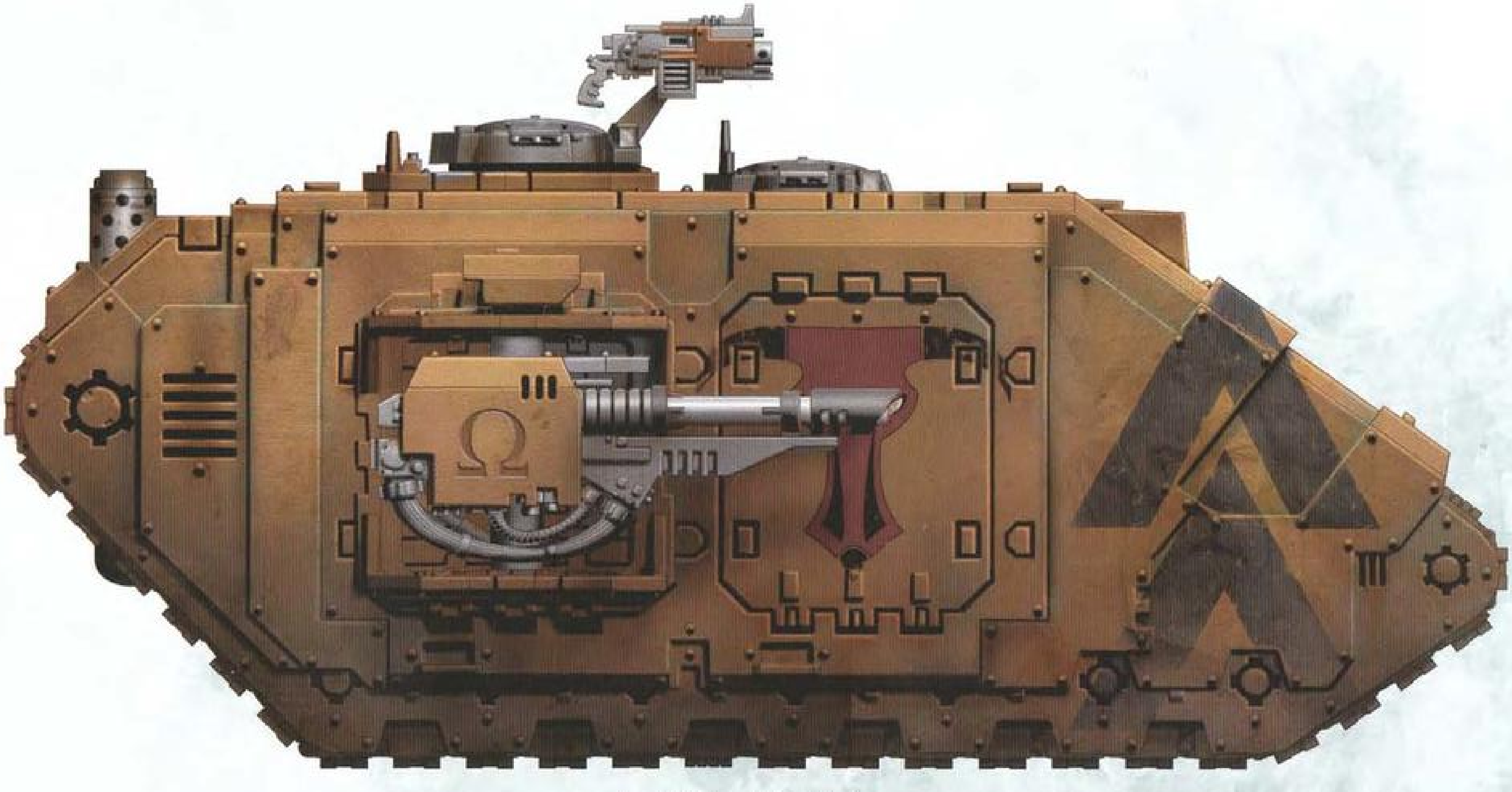
Terminator Lianias
Taken to the Emperor's Grace
The Battle of Optera



Ancient Ephesios, Dreadnought of the Minotaurs Chapter
MKIV Dreadnought in close assault configuration
Damaged in action against the Executioners at Karsh Station,
marked with the *Red Hand* for his actions during the *Battle of Shaprias*



Minotaurs Chapter Whirlwind Mobile Support Vehicle
Deployed from Chapter Strategic Armoury Reserve,
The Punishment of Badab Secundus



Land Raider '*Dakor Rex*'
Minotaurs Chapter Armoury Reserve,
Destroyed in action, Century Colonnade Assault,
The Siege of Isin

THE CARCHARODONS

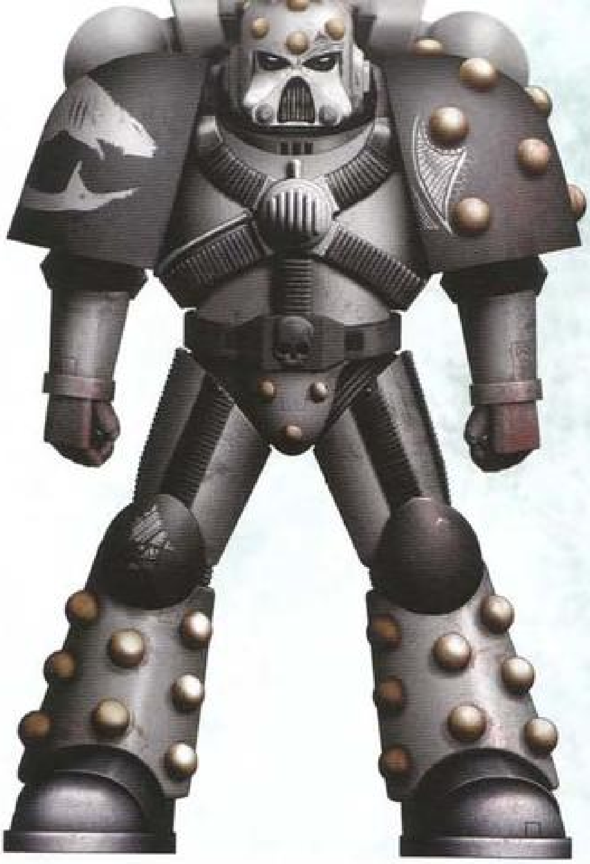
CHAPTER NAME: .... THE CARCHARODONS†
FOUNDING: .... UNKNOWN
CHAPTER WORLD/DEPLOYMENT: ... UNKNOWN [BELIEVED 'NOMAD-PREDATION' FLEET ORGANISATION, SEE ADDENDUM]
FORTRESS MONASTERY:.............. UNKNOWN
GENE-SEED (PREDECESSOR): .... UNKNOWN [SOME RECORDED GENE-SEED INDICATORS POINT TO THE RAVEN GUARD]
KNOWN DESCENDANTS:............... NONE
†: SOURCES UNRELIABLE: 'CARCHARODONS', 'CARCHARODON ASTRA' AND VARIOUS LOW GOTHIC DERIVATIONS OF THE SAME ARE USED BOTH IN HISTORICAL RECORDS AND BADAB WAR ACCOUNTS.

"...we...surrender... By the mercy of the God Emperor... the war is over...we have surrendered..."
Final vox-intercept, Void Colony Sigard VII

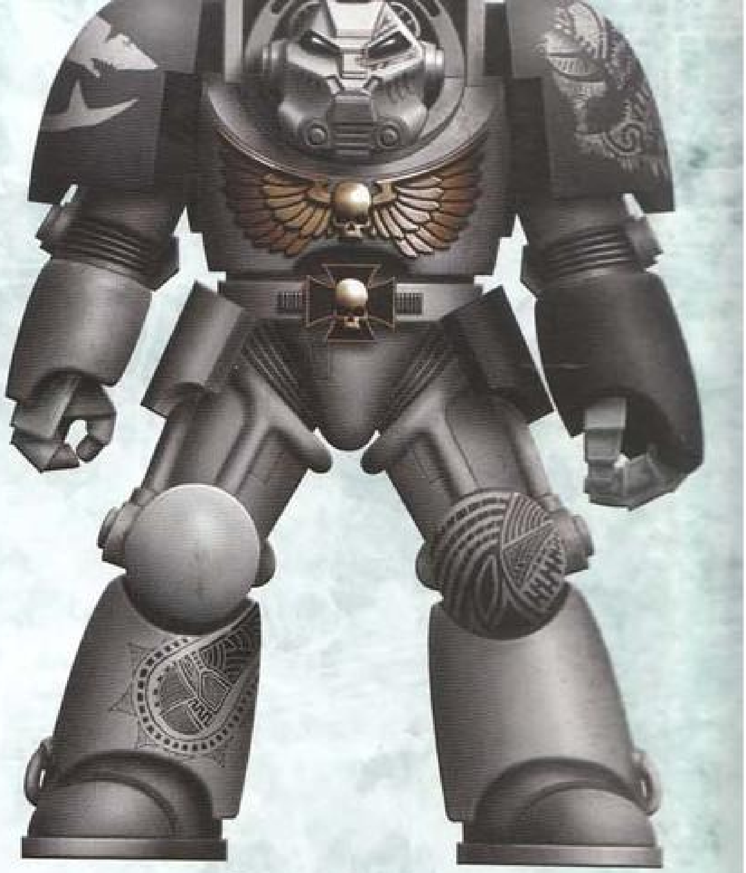
Of all the Space Marine Chapters involved in the Badab War, the Carcharodons remain the most enigmatic and mysterious, having forged for themselves a dark and bloody legend in the minds of those that survived the conflict that has continued long into its aftermath. The Chapter returned from the black void beyond the Imperium's borders as strangers to friend and foe alike, siding with the Loyalist cause against those they saw as traitors to the divine Emperor. In some ways the Carcharodons seemed to be both living anachronisms harking back to an ancient past, and in others entirely strange and sinister beings, which were nevertheless recognisable as Space Marines in the Emperor's service.

In the general course of the Imperium's histories, or the order of battle of its military might, the Carcharodons have no real official existence in recent history. They simply feature nowhere within the open record, and likewise the Chapter has no known officially recorded battle honours. While further confusion is evident based on potential mis-identification with other lesser-known Chapters operating with similar nomenclature and symbology (re: 'Void Reapers', 'Blood Sharks', etc). However, deep study of certain ancient treatise on the wars of the Imperium and sealed and secret records within the Holy Ordos of the Inquisition hold several tantalising references and hints as to the shadow this Chapter has cast [see Probable Encounters]. The oldest of these may be found within the pages of the *Mythos Angelica Mortis* written by the savant-scribes of the Secretariat Militum of Terra in late M36, which largely compiled from earlier sources. In this often vague and incomplete work, references are made to a Space Marine Chapter it calls the *"Carcharodon Astra"* being despatched into the *"Outer Darkness... upon an endless voyage... to ravage the foes of mankind..."* and to *"... set about the traitor, the alien and the renegade without mercy, and harrow them in their places of strength"*. This text it seems stems from a far older work, now lost, dating back to the unknown era that surrounds the Astropath Wars of late M32/M33. This is a time now too shrouded in myth and allegory, and its true nature has been purged from history so thoroughly that less is known of it to the Imperium's high authorities than of the Horus Heresy or the Great Crusade. Other records grant this wandering Chapter variations in name or title, but remaining consistent between the accounts are certain facets of detail similarities of iconography and operation, and a bestial but calculated savagery fearful, even to those hardened to the Imperium's methods of warfare, to contemplate. To this baleful Chapter is afforded a sacred and unending duty that has seen them entrusted (or perhaps condemned) to travel the empty spaces beyond the Imperium's borders on an endless voyage, their goal to seek, locate and destroy the enemies of Mankind. All elements which tally with the Carcharodons Chapter and their actions in the Badab War.

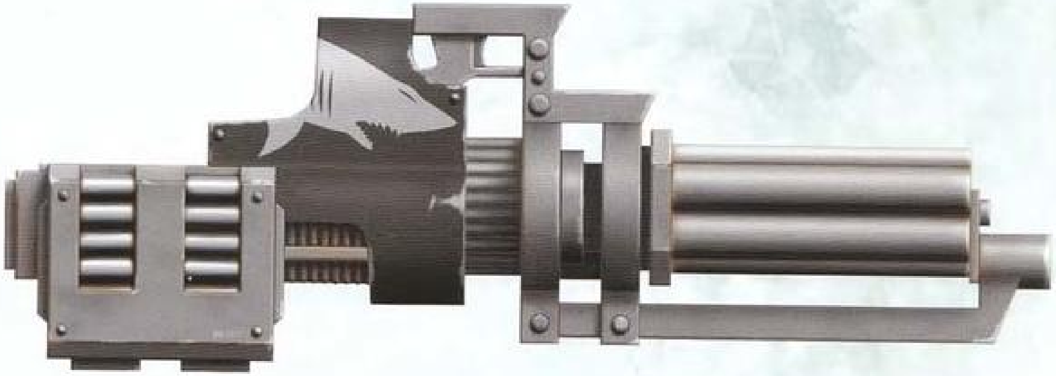
Tactically, during the Badab conflict, the Carcharodons operated almost exclusively as a rapid-strike force, disdaining any kind of protracted engagement wherever possible, preferring to approach their targets either with extreme speed or by stealth, allowing them to strike with the element of surprise on their side wherever possible. In attack they endeavoured to close ground with their enemies swiftly and do battle either in hand-to-hand combat or unleash their firepower at near point-blank range. For this reason each Carcharodons Space Marine, regardless of whether they were part of the Devastator squads or dedicated assault units, was observed to carry a plethora of bayonets, blades and chain weapons in addition to their normal armaments so that they were always able to rend



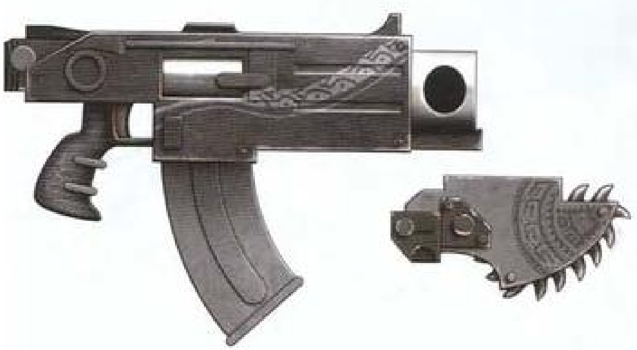
Unknown Battle Brother
Encountered during the Destruction of Sigard



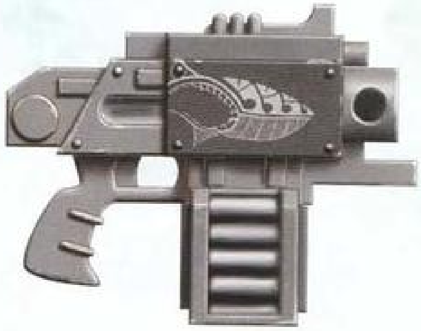
Unknown Terminator
Slain, Remains Recovered in the Void of the Bale Cascade



MKII Absinia Pattern Assault Cannon



Umbra Pattern Bolt Gun with
Chainblade Combat Attachment



Incaladion Pattern Storm Bolter
Terminator Issue

at their foes at close quarters. The combat style of the Carcharodons proved both effective and brutal in the extreme – it was to strike hard and fast, inflicting the maximum damage possible in the shortest span of time. If the enemy survived they would fade away only to attack again, bleeding the foe dry until they could no longer resist and were destroyed. Once the enemy had been slaughtered, they would then move on without pause to the next target, and do so again and again until nothing surrounded them but the remnants of their carnage.

After action battle reports involving the Carcharodons showed their aggressions to be precisely channelled and re-directed as needed towards specific strategic targets by their commanders. Those that fought beside them remarked upon their ability to seemingly erupt from absolute stillness to fury in a moment and without warning, and then equally without warning withdraw like ghosts from the battlefield should events turn against them. Friend and foe also quickly experienced another phenomena where the Chapter was concerned which swiftly entered into legend; the Carcharodons' eerie silence during their attack. Their officers' commands issued via a locked and encrypted vox-net, not a word or sound were being uttered during battle to friend or foe, save out of extreme necessity.

In character the individual Space Marines of the Chapter were observed to be very taciturn, cautious and watchful, but exhibiting a marked change into violent bouts of extreme bloodlust in combat, hacking down or blasting apart their foes with wild abandon. Despite their seeming closeness to animal savagery, they were highly formal in their dealings with other Space Marines and agents of Imperial authority, preferring when such matters became necessary to address their peers in modes of High Gothic, using forms outdated by millennia. Other than when they were summoned to High Commander Culln's council or needed to co-ordinate with other Loyalist forces directly, they neither mixed nor sought out the companionship or honour of the other Loyalists. The Chapter was observed to be highly religious however, and places of Imperial worship and those under holy orders were among the few places that were routinely spared during their attacks. In addition many of the Chapter's Battle Brothers were seen to carry devotional items, or use prayer-script or other markings on their wargear recognisable as belonging to the traditions of the Terran Ministorum and the Imperial Creed. In many instances these more conventional emblems of the Imperium were found alongside more idiosyncratic markings, often abstract or depictive images and tokens concerning fanged maws, death's heads, oceanic predators and bloody wounds. Primitivist in nature they reflected the particular traditions o the Chapter, and were exemplars of a unique and all but impenetrable culture evolved over millennia of near isolation

In appearance the Battle Brothers of the Chapter, when viewed in the flesh,

Addendum: [Archivists Note] - The Nature of the Carcharodons Enigma

For a faction of the Imperium's armed forces to disappear for centuries, even for millennia, either from its official records, or from reality itself (the latter being a curse of Warp travel and other rarer non-Euclidian forces), is a rare but not unknown phenomena. The reappearance of such lost forces can be the cause of both joy and misery as the fates turn. Such occurrences can cause the mighty to pause and make a liar of accepted history. Accordingly, precious little can be said in this record of certainty about the Carcharodons Chapter's true origins or history, except what can be pieced together from fragmentary and unreliable sources, supplemented by the observations of those who fought beside them in the Badab War.

It seems likely that rather than the more conventional Crusade Chapter pattern used by many fleet-based Space Marine forces (which seeks to consciously imitate the example of the Space Marine Legions of old), that instead the Carcharodons follow the rarer, so-called 'Nomad-Predation' pattern. This is used almost exclusively by Space Marine Chapters operating for long durations beyond the Imperium's borders and by certain Rogue Trader fleets, and refers to entirely self-contained forces which operate without recourse to the Imperium for support at all. These nomad-predation fleets voyage without end, pausing only to attack targets that are within their means to destroy without threatening their own viability as a fighting force. This way the fleet may obtain resources to sustain itself and exterminate future threats to the Imperium, and at the same time avoid or raid enemies too powerful for them to directly attack in force. The most common form of recruitment for Space Marine Chapters given to this mode of operation is to cull potential initiates from the young of the survivors of their assaults where practical, with intensive effort given to erasing any past loyalty or weakness that remains, and replacing it with the will of the Chapter.

This evidence, taken together with their recorded actions, builds into a profile both sinister and suggestive, and perhaps presents a truth about Space Marines in general. Beyond their martial trappings and the endless roll of glorious victories, doomed last stands and courage in the face of a hostile universe. A Space Marine fundamentally is a superhuman engine built, bred and trained for war; an Angel of Death - a monster by any other name. In the case of the Carcharodons, it is well that such monsters belong to the Imperium rather than are counted in the ranks of its enemies.

were also very singular, displaying a greyish-pale, almost deathly pallor, with their more venerable members possessed of liquid-seeming black eyes without a visible iris or sclera. Aside from these marks, there was no common type of physiognomy or genotype among them, likely pointing to a very widely recruited base stock. Legate Inquisitor Frain's examination of gene-seed samples taken from the Chapter proved them to be untainted although subject to some long-term degradation, and possessed of several markers found in the uncommon Raven Guard bloodline, a mutation of which may have resulted in their unusual physical appearance and be the basis of some of their traits.

Although it can be said of many Space Marine Chapters that they are without mercy to some extent, it proved doubly true of the Carcharodons. Time and time again they displayed an utter disregard for any civilian casualties they inflicted in pursuit of their military targets with a few salient exceptions, and when they enacted judgement on those who had supported the rebellion, they were as the hand of death itself.

Organisation

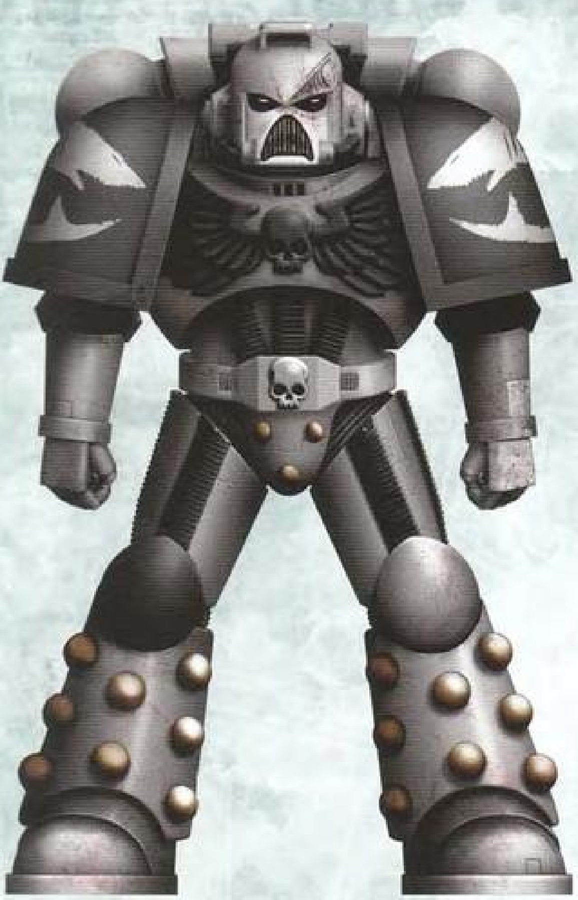
The forces of the Carcharodons Chapter that arrived to join the Badab conflict demonstrated a number of highly distinctive traits and trappings that set them apart from their brethren fighting on either side of the war. Their Chapter fleet was extensive but inconsistent in makeup, and within its line of battle were numerous examples of vessels either very ancient, salvaged or extensively repaired, including one battle barge, the *Nicor* which was based on the hull of a Charibdys class grand cruiser, a vessel class rarely seen since the early days of the Great Crusade. Also of ancient provenance were much of the Chapter's arms, vehicles and wargear, with types such as the Phobos R/017 pattern bolt gun and Mark V Heresy pattern power armour predominating, alongside which were used other weapons and equipment of designs and patterns that covered he span of the Imperium's breadth and history. Notable in the Chapter's strength was also a considerable contingent of Terminator armour suits, some of which had themselves been clearly modified or augmented in unorthodox ways to keep them combat worthy. This strength was an asset that served to greatly add to the Carcharodons' power as an attacking force, and was counterbalanced by considerable numbers of scouts used flexibly to assay targets for attack.

The Chapter was observed to conform very roughly to the tactical and squad doctrines laid down in the Codex Astartes, but showed, at least to outside eyes, considerable deviation from its proscriptive command structure and company arrangements. In some instances it abandoned almost wholesale the symbology and insignia of the Codex in favour of personal and often highly totemic markings. The account recorded by the Fire Angels Captain, Tarnus Vale, who fought alongside their forces, however, offers the supposition the Carcharodons actually follow a very disciplined pattern of order, despite their seeming barbarism, but this was a thing all but impenetrable to outsiders. This distance was only worsened by the taciturn and withdrawn nature of the Chapter's warriors. Tarnus Vale also went on to describe their tactical deployments and use of shock-assault as highly reminiscent of those typical of the Black Templars, alongside which Vale had fought earlier in his career. Although in character the two Chapters were as far apart as light and dark, he saw their overriding and implacable desire to close with the enemy and shatter their foes in bloody personal combat as the same.

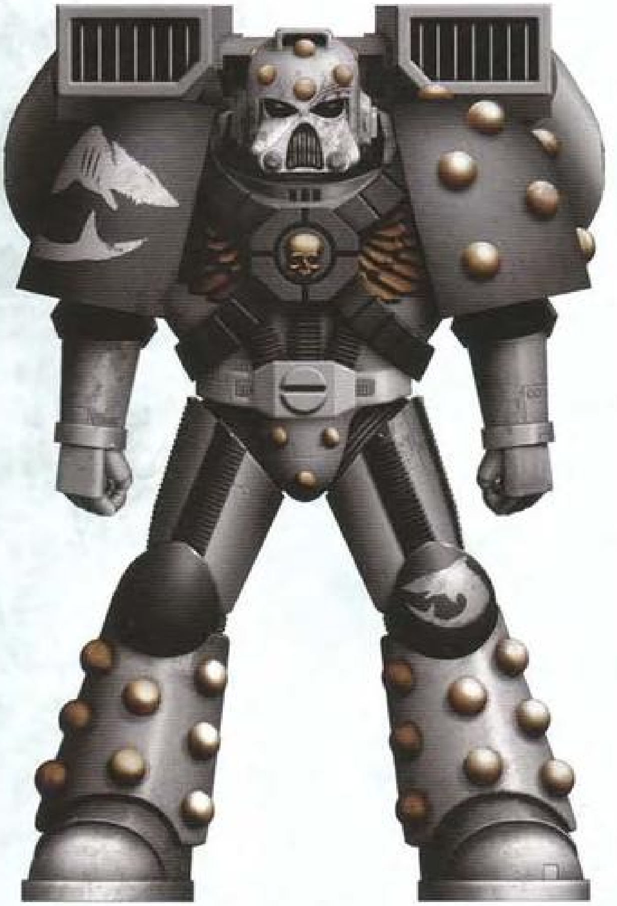
Each Carcharodons Space Marine Company encountered during the Badab War operated in a fashion similar to a Codex Battle Company, but was augmented with an attached auxiliary force of Scouts and spearheaded by dedicated Terminator veterans who served as bodyguard to the Company's commanding captain. Of Codex-style reserve companies however, there appeared to be none within the Carcharodons' forces and it is highly likely that all of the Carcharodons' companies conformed to the observed pattern.

The Chapter also included both Chaplains and Librarians conforming to the roles ascribed to them by the Codex, although the Chapter's forces encountered during the Badab War seemed low in terms both of the number of Apothecaries and Techmarines in their ranks. However, this impression may simply have been because these two cadres remained in reserve with the Chapter fleet much of the time - this being far from an unknown practise with Chapters who spend large periods in isolation. This structure put the effective strength of each Carcharodon fighting company at around one hundred to a hundred and twenty Initiates and twenty-to-thirty neophyte Scouts, although the exact size and disposition of the Chapter as a whole remains unknown.

While the Carcharodons were observed to maintain and utilise a sizable arsenal of armoured vehicles and heavy siege gear during the Badab conflict (which it used to good effect in their assault on Endymion Prime for example), large detachments of mobile Space Marine infantry were used as the Chapter's principal weapon and the bloody battle-prowess of the Carcharodons themselves was always relied on to carry the battle. Most tactical operations by the Chapter began with the use of small scouting forces and reconnaissance groups to infiltrate close to enemy positions to identify weak points and strategic targets of value, which once identified were subjected to overwhelming surprise attack. The strike forces used to conduct these lighting assaults would deploy directly into the line of fire by use of drop pods, Thunderhawks and other interface craft (which the Carcharodons operated in considerable numbers), and comprised a mixed force of Space Marine tactical, assault and support troops. These forces, which relied on surprise to carry the assault rather than preparatory bombardments or armoured spearheads, proved particularly effective in attacking dug-in opponents and well defended bastions during the later Badab War, although were markedly different to the equally effective heavy siege assaults of the Minotaurs Chapter. On several observed occasions, where



Unknown Battle Brother
Image Recording Recovered from the Wreck
of the Privateer *Pilgrim of Despair*



Unknown Battle Brother
Assault Squad, *Massacre at Piety V*

resistance proved unexpectedly severe or the enemy responded too rapidly, the Carcharodons would swiftly recall their forces again, leaving destruction to cover their wake. The Carcharodons' forces would circle the defended position again and try the attack from another quarter, if that failed another and another until a fatal weakness was found - all the time avoiding their own forces becoming bogged down in costly breaching actions or suffering heavy attrition. In concert with these intensive attacks, the Carcharodons utilised their fleet to conduct perilously close Terminator teleporter strikes in order to destroy the chances of co-ordinated resistance or decapitate enemy forces mid-battle.

[SPECIAL] PROBABLE ENCOUNTERS/RECORDED SIGHTINGS:

Given the largely unknown history of the Chapter, accounts of their activities can only be constructed from recorded historical incidents and fragmentary records that are believed to have involved the Carcharodons on balance of evidence.

The Canticle of Cassandria Lev - Vol.CVI [Circa M37]

Within the eponymous Sainted Sisters' highly mythologized and oblique account of the wars of the 7th Black Crusade is found mention of a *"grey-clad"* Space Marines Chapter who came from *"The outer night"* to aid the Imperium, and whose *"Jagged maw did swallow the stars..."* and whose *"...black gaze did mirror the void of oblivion"*. In the course of the canticle this Chapter's ships set upon Abaddon's forces following the disastrous defeat and routing of the Blood Angels at Midian and attacked the pursuing forces as Saint Lev writes: *"...fell upon the servants of the skulled-one with great fury from the darkness, unseen as the beast that lurks beneath the black waters, death for death, blood for blood... thus were the Sons of Sanguinius bought respite, and did turn back upon their pursuers and so were the damned traitors of the false gods driven unto their ruin"*. Images of these events can be found upon the walls of the crypt-world of Hypasitis created to house the honoured dead of that war, depicted in repeated fresco and bar relief, but curiously the faces of the intervening Space Marines there depicted are obscured with featureless disks of black obsidian.

The Report of Explorator Fleet Hydrax-Lamda-15 [220.M41]

During a ranging expedition into the vicinity of the area of space near the Warp/Realspace anomaly known as the Storm of Magnus, Explorator Fleet Hydrax-Lamda-15 encountered a large Ork terror ship dead in space and set adrift. Showing signs of heavy battle some time within the last few Terran years, the corridors and vaults of the ship were strewn with hundreds of Ork remains, most having died of massive physical trauma consistent with chain weapon and blade injuries as well as bolter shell impacts. In one of the central gun-deck chambers of the ship where the main fighting appeared to have taken place, Orkoid remains had been deliberately piled several metres high and into the summit of the mound of corpses an Aquila-topped standard had been hrust. Totems consisting of the fangs and teeth of dozens of predatory species were found hanging from the standard, along with a prayer scroll reading *"Carcharodon Astra, by the Emperor it 's willed"*. No remains of the attackers were uncovered, nor could the exact origin or course of the Ork vessel be determined. The terror ship's remains were later cast into a nearby sun.

Badab War Disposition

Arriving without warning in the Maelstrom Zone in 910.M41 the Carcharodons were completely unlooked for by either the Loyalist or Secessionist sides, and the sudden appearance of their fleet on the edge of the Golgothan Wastes was initially cause for alarm in both camps. In size their forces were of a rough approximation of six Space Marine Companies, led by their baleful 'First Captain' Tyberos, also known as *"the Red Wake"*. Their fleet, though sizable largely comprised light to medium ships and auxiliary vessels commanded by a single battle-barge of non-standard pattern. It has not been ascertained whether this force comprised the whole or a part of the Carcharodons' full Chapter strength, and it may indeed be the case that the Carcharodons themselves did not know the fate of any other sub-fleets of their Chapter still roaming the void.

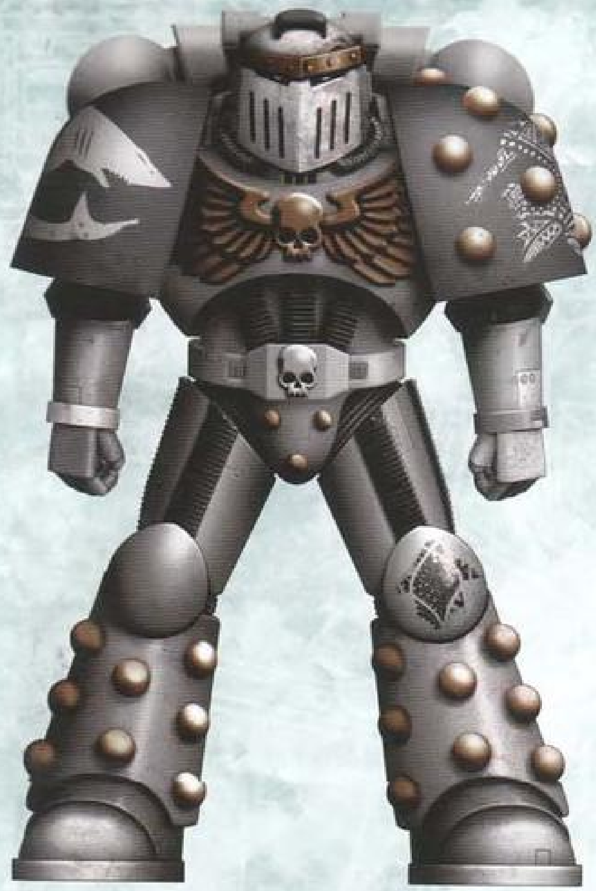
The subject of considerable suspicion by the Loyalists upon their arrival, their commander Tyberos offered perhaps surprising co-operation with Inquisitor Legate Frain and Lord Commander Culln; presenting them with Notices Patent provided to the Chapter affirming its rights and titles issued by several High Lords and Inquisitors now long dead. Tyberos even submitted personally to psychic probing and gene-sampling by Legate Frain's staff, but his Chapter's openness lasted only to a point, and some answers they gave only to Frain. Regardless of any misgivings that remained, by this time the Badab War was entering its bitter final stages, and both Lord Commander Culln and Legate Frain knew that fresh forces such as these would be invaluable in pressing the attack and bringing the conflict to a swift and absolute conclusion. With Legate Inquisitor Frain now vouching for the Chapter, Lord Commander Culln accepted the Carcharodons into his line of battle, although still wary of their loyalties and deeply concerned about how far they seemed to have deviated from the Codex in their long voyages into the darkness.

Lord Commander Culln's first deployment of the Carcharodons was to the Endymion Cluster, rather than the main assault line which now centred on the inner Badab Sector itself, perhaps as a consequence of his lingering misgivings about the Chapter. The Cluster, home to the much reduced Secessionist forces of the Mantis Warriors and a number of militant worlds that had supported them, was now the subject of an ongoing containment campaign by the Fire Angels (themselves having already suffered heavy losses in the taking of Sagan), supported by elements of the Sons of Medusa and the Loyalist fleet. The remaining Mantis Warriors, dispersed into small units, had been up till now conducting a highly effective guerrilla resistance in the Cluster supported by the local population. The Carcharodons' answer was a simple one; systematic annihilation. One by one they attacked worlds known to have harboured the Mantis Warriors and conducted a scorched planet policy against them, smashing the infrastructure and inflicting mass casualties, but also in many instances deliberately leaving large numbers of survivors in suffering. This not only punished the local people for their transgressions, but also forced the honourable Mantis Warriors to come to their aid, and spared the Carcharodons from having to run their enemies to ground on worlds where their foes held the advantage of support and local knowledge. Within a year, the stricken Cluster's resistance was crushed and the Mantis Warriors themselves were utterly spent as a fighting force.

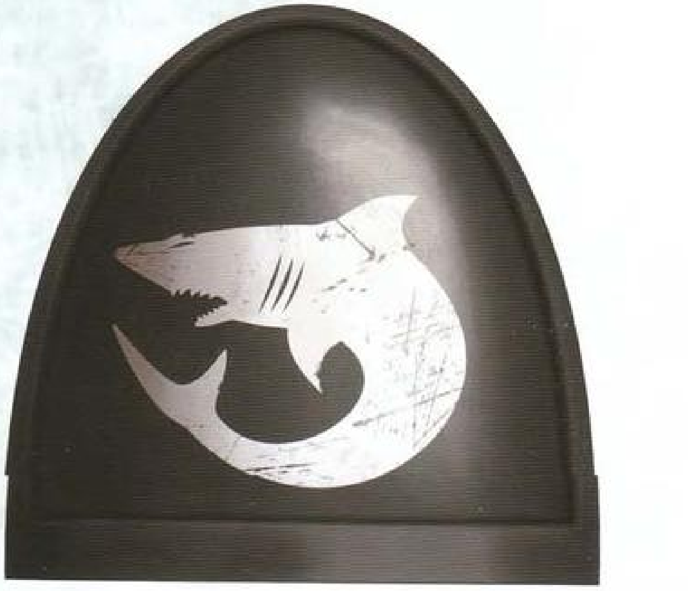
Unable to deny the Carcharodons' effectiveness, despite misgivings as to their methods, Lord Commander Culln placed the bellicose Chapter in the centre of the assault plan for the final attack on Badab Primaris, giving them the task of a direct attack on the infrastructure of the planetary hive-network while the Star Phantoms would conduct the set piece siege of Lugft Huron's centre of power at the Palace of Thorns. Unleashed like a ravening predator on the hives of Badab, the Carcharodons committed a great slaughter on their defenders and any that were caught in their path. Taking Culln's order to break the hives' resistance by any means necessary to mean literally that, systematically they sabotaged the hive's main reactor cores; geothermal plasma units that sank deep into the planet's crust and set them to detonate one after the other as the Carcharodons themselves withdrew. This caused a slow tide of inexorable devastation to erupt across Badab Primaris, bringing with it massive tectonic upheaval that within time would render it a dead world. As this was happening the Palace of Thorns fell, but in the resulting anarchy of a hurried retreat from the surface of a dying world the Loyalists suffered further casualties, for which the Star Phantoms still bear considerable ire for Badab's murderers.

Upon departing the Maelstrom Zone, the Carcharodons were to enact a final course of action that would seal their dark legend; what has become known as the Sorrow of Tranquility. After the surrender of the last Mantis Warriors to the Red Scorpions ended their part in the war, the Carcharodon's fleet returned to the Endymion Cluster. There, with the agreement of the Fire Hawks, to whom dominion had now been granted over the former Mantis Warriors' domains, they assisted the Fire Hawks in bringing the Cluster's worlds brutally into compliance with their new masters and punished them for their transgressions. The Carcharodons focused their attentions in particular on the Tranquility system, whose worlds were the primary recruiting and training grounds of the Mantis Warriors Chapter and housed several of the Chapter's hidden bases and armouries. These the Carcharodons uncovered and ransacked, and from Tranquility they harvested a generation of young males to fill the Chapter's losses, forcing them to fight to the death to prove their worth, although whether the Fire Hawks had expected them to go this far remains unknown. Thus paid in blood, the Carcharodon's fleet departed the Cluster, with Explorator augers marking its course through the Warp as ascending the galactic plane into the darkness of the outer void once more.

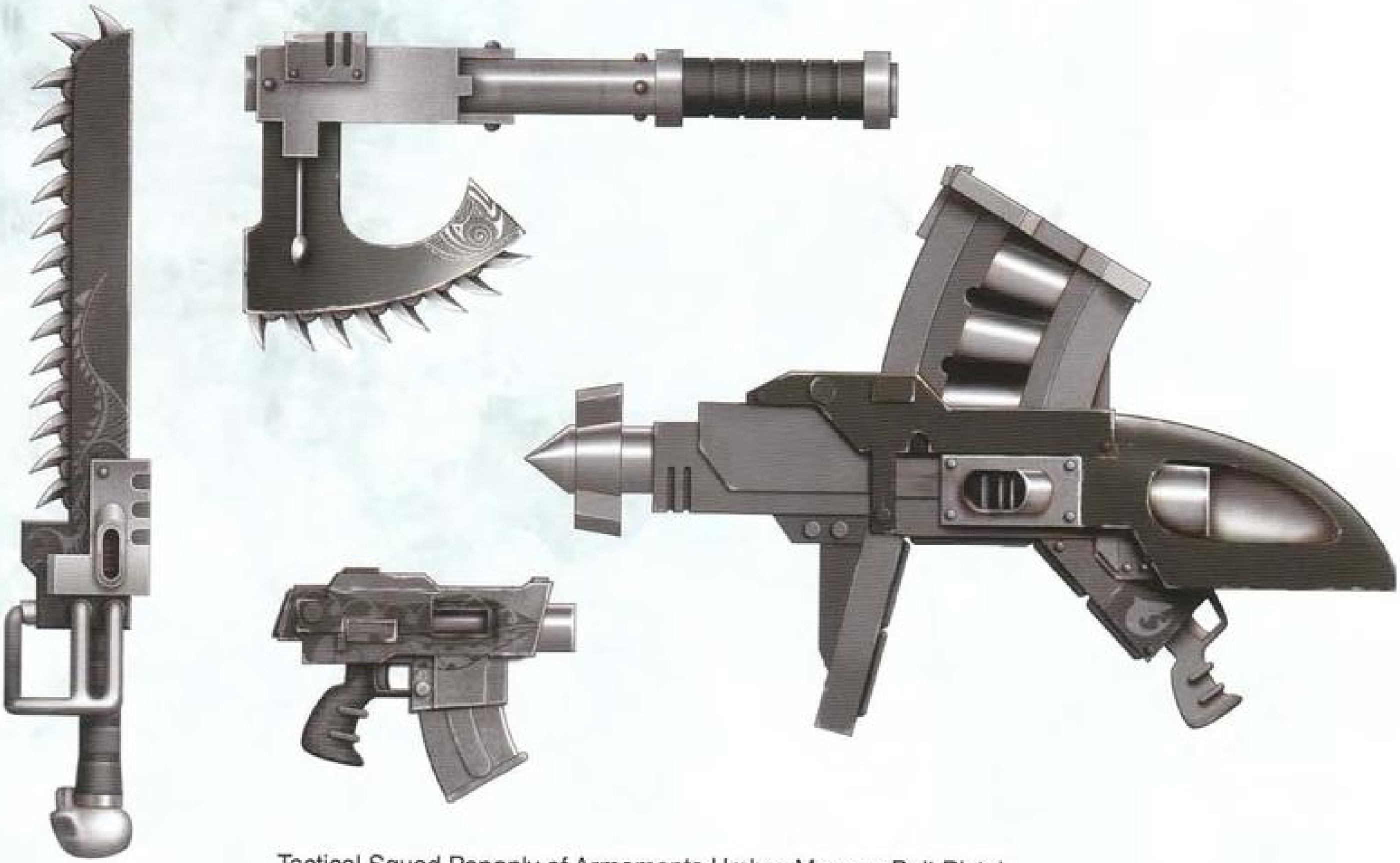
TACTICAL SQUAD DESIGNATION UNKNOWN



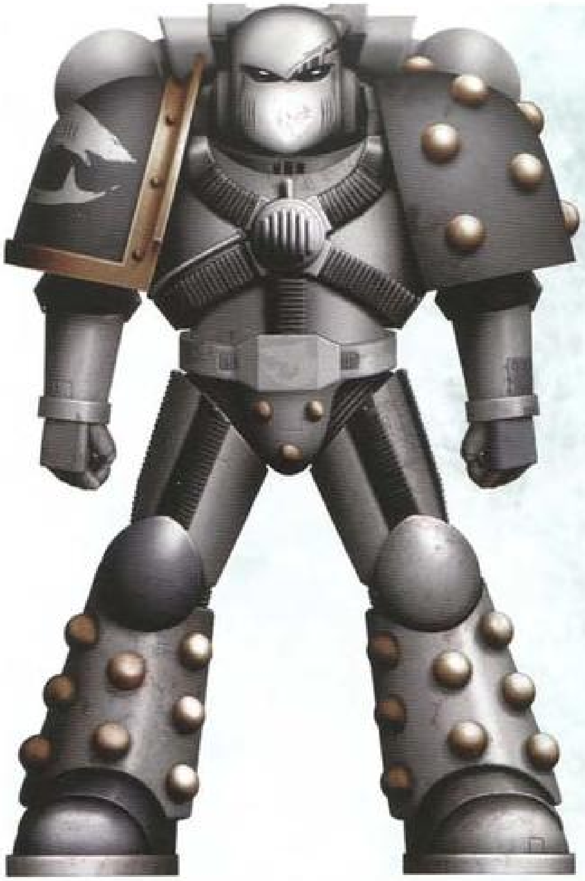
Unknown Strike Leader (Veteran Sergeant?)
Image Recovered - Destruction of Precinct
Bastion Dominar-17, *The Fall of Badab*



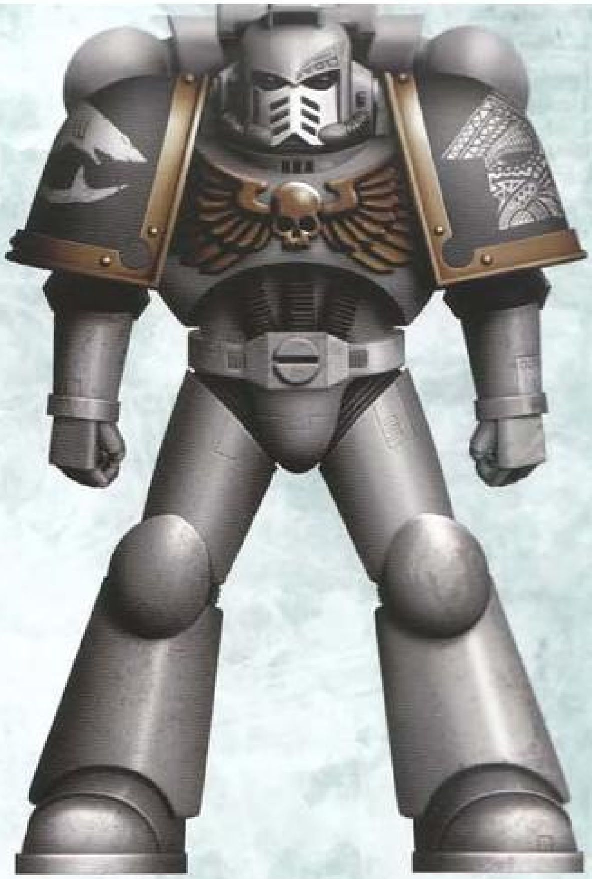
Carcharodons Chapter Icon
Common Armorial Use



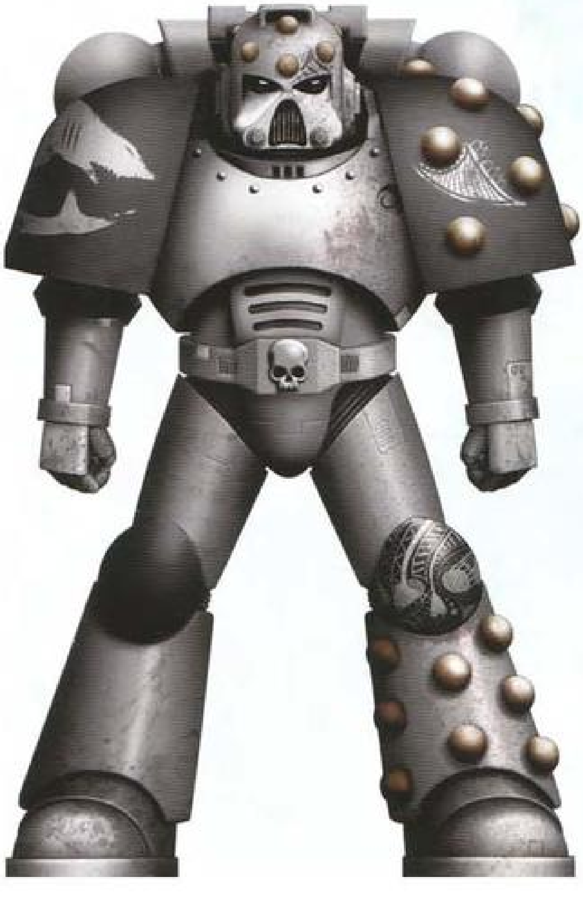
Tactical Squad Panoply of Armaments Umbra-Magnus Bolt Pistol, Chapter Modified Chain Blades, Proteus Pattern Missile Launcher

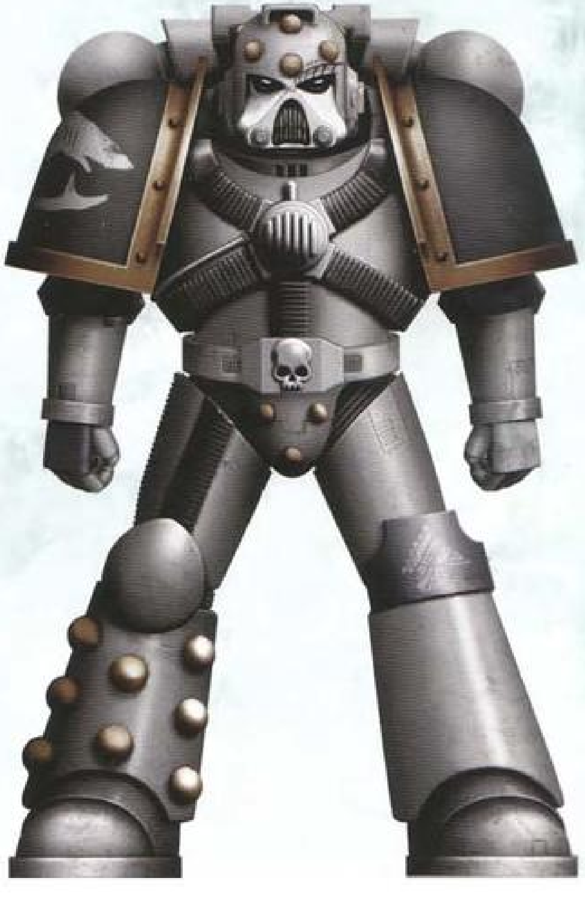


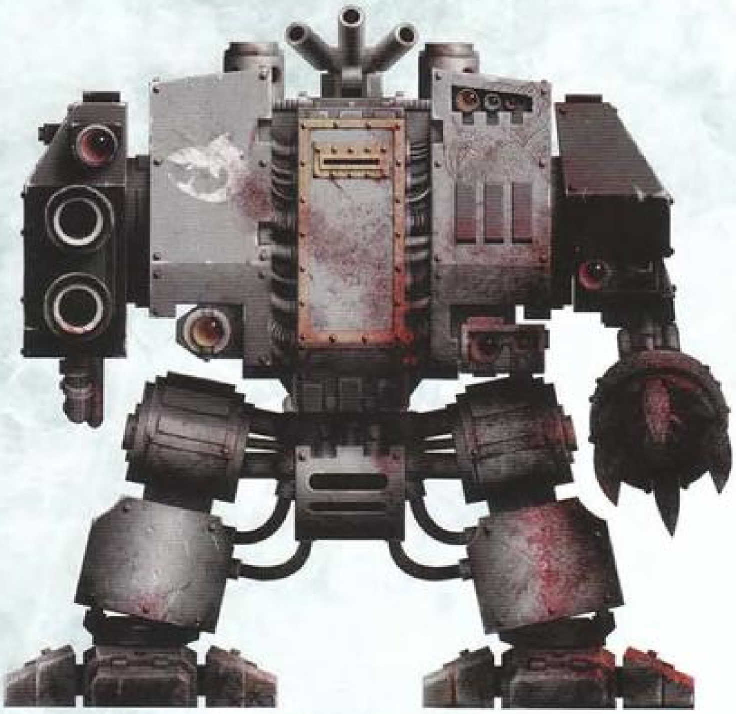
Unknown Battle Brother
Image Recovered -Destruction of Precinct Bastion
Dominar-17, *The Fall of Badab*



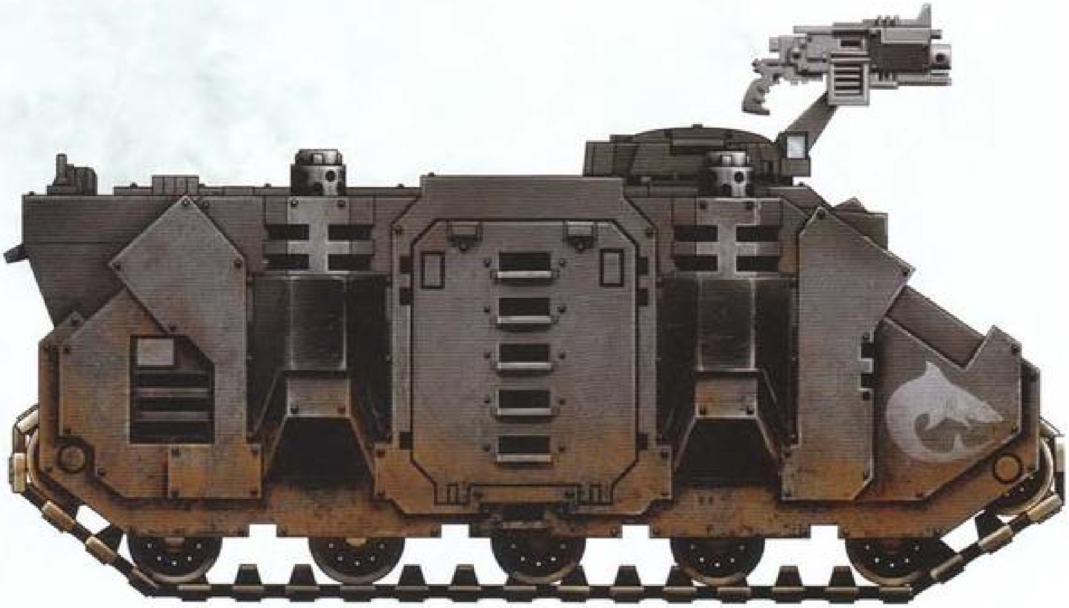
Unknown Battle Brother (Weapons Specialist)
Image Recovered -Destruction of Precinct Bastion
Dominar-17, *The Fall of Badab*



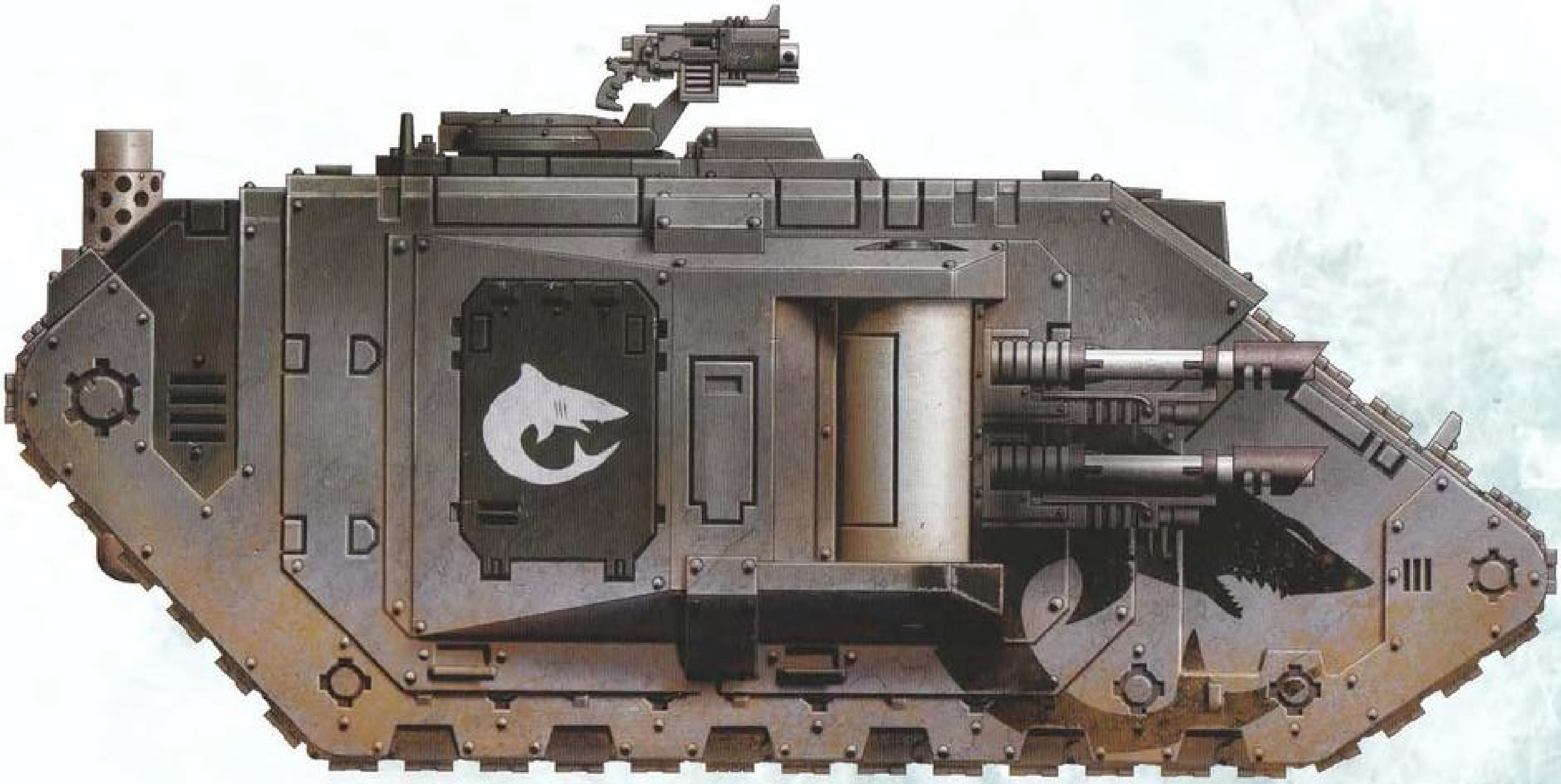




Unknown Chapter Dreadnought, MKV Frame
Tactical Support Armament Configuration
Distinct Image Recorded: Siege of Endymion Prime,
Engagement on Fulcram IV/C and the *Fall of Badab*

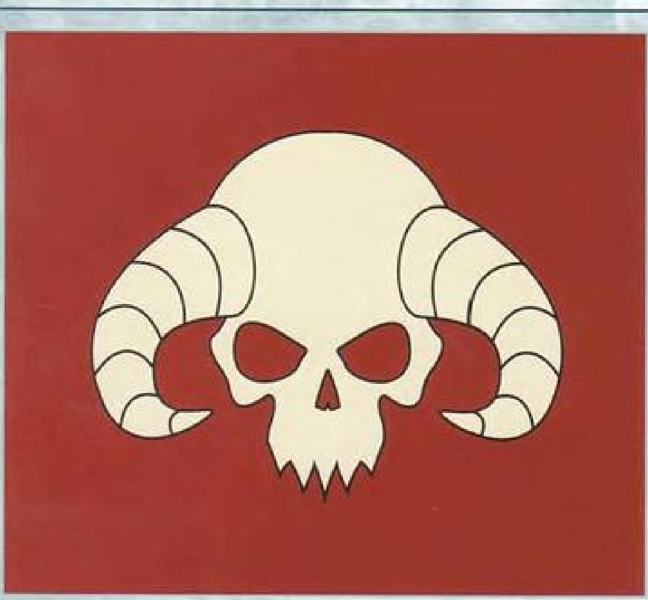


Carcharodons Chapter Rhino Transport
Unknown Designation, Destroyed *Siege of Endymion Prime*



Carcharodons Chapter MkIIB Land Raider,
Designation Unknown, Image Recorded,
The Fall of Badab

THE EXORCISTS



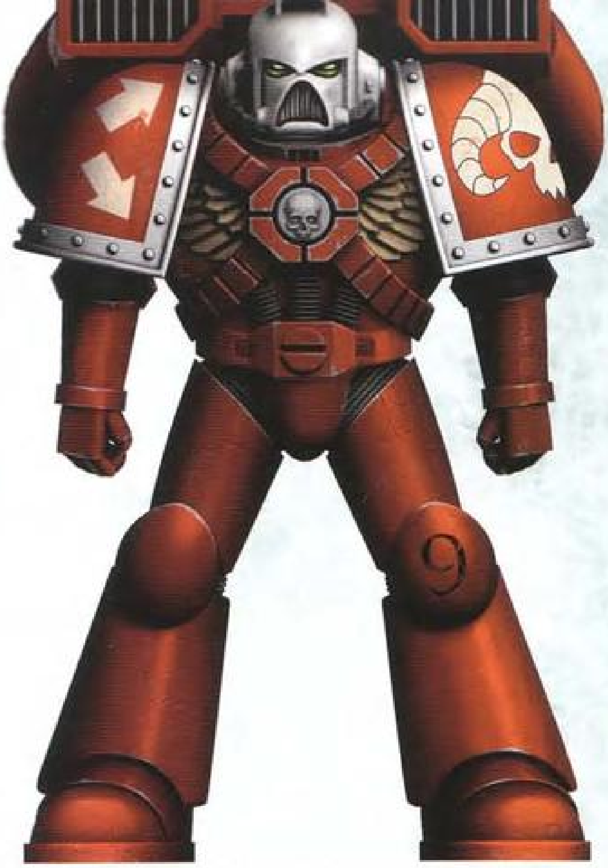
CHAPTER NAME:	EXORCISTS
FOUNDING:	13TH [RECORDS SEALED, CIRCA LATE M35/EARLY M36]
CHAPTER WORLD/DEPLOYMENT:	BANISH/AUTONOMOUS
FORTRESS MONASTERY:	THE BASILICA MALEFEX
GENE-SEED (PREDECESSOR):	CLASSIFIED [BY INQUISITORIAL BULL]
KNOWN DESCENDANTS:	NONE

> *"By my will I deny thee, by my heart I spurn thee,*
> *by my hand I destroy thee; fiend of emptiness,*
> *to the void I cast thy blackened soul..."*
>
> From the *Liber Exorcismus*

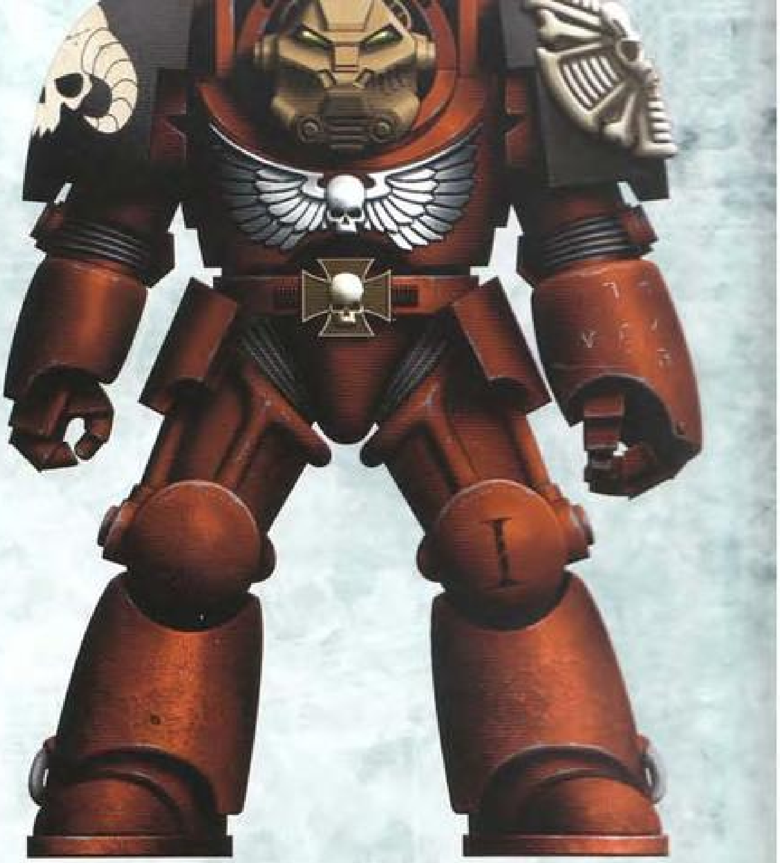
A noble and worthy Chapter, and one that has saved many threatened worlds and defeated many great foes in the Emperor's service, the Exorcists are at once an epitome of the Adeptus Astartes and an enigma, and much about them has long been shrouded in deep and occult mystery. The only known Chapter extant from the 13th Founding of the Space Marines, called the 'Dark Founding' in some sources, the exact nature of their creation and the gene-seed used in their creation has remained classified by special *Bull Absolute* of the Inquisitorial Representative issued at the time of their founding. The Chapter has long-standing and strong links with the Inquisition and certain factions within the Ordo Malleus in particular, and it is most likely that it is the sponsorship and designs of the Holy Ordos that has given them their unique character, and may well have specified their creation, either as a grand experiment or for some singular purpose.

What is known is that the Chapter has long been specialised in combating enemies of a daemonic nature or those that have had truck with the Ruinous Powers. In particular the Exorcists are able to endure in hellish warzones where other Space Marines, however valiant, might have their senses betrayed and souls tainted by prolonged exposure to the influence of the Warp. Apart from this particular expertise the Exorcists are formulated and organised as a fully capable and roundly equipped Space Marine Chapter, and are able to conduct strategic operations according to the tenets of the Codex Astartes. In this the Chapter differs greatly from the Grey Knights - that most arcane and secret of Chapters, whose very nature and singular arms are dedicated to the destruction of daemonic entities above all else, and whose organisation and abilities are wholly unique in the Imperium's war machine.

The character of the Exorcists is known to be studious, intelligent, highly honourable and above all calm outside of battle, but in war they undergo a transformation into an uncommonly aggressive force, whose intellect is applied to the rapid analysis and exploitation of conditions on the battlefield and on the decisive application of force to destroy the enemy. In the thick of battle Exorcists Space Marines are known to utilise certain occult mental arts to enter an almost trance-like state of higher consciousness which allows them to become completely devoid of fear and pain, even when confronted by the sanity-destroying horrors of the Warp. This capacity is far from unknown among Space Marines, (although some shun such techniques in favour of religious fervour or simple channelled rage to achieve broadly the same effects), but the extent to which the Exorcists are able to distance themselves from physical and spiritual hardship and continue to operate has become near legendary. Each Exorcist Space Marine is also a master of arcane lore to a degree unseen in other Chapters, and in particular is adept at recognising the wiles of the Daemon and its works and knows how to combat them. It is said that every Battle Brother before they can pass into the Chapter and become a fully fledged Exorcist Space Marine must master the use of all six hundred and sixty-six verses of the Ordo Malleus *Liber Exorcismus*, sunder the seven seals of Salomoneth and become adept at the use of unicursal hexagrams to spiritually ward their arms and equipment from Ætheric influences. This degree of dark knowledge generally considered forbidden within the Imperium is itself cause for grave suspicion of the Chapter for some, particularly within the Ecclesiarchy and certain Space Marine Chapters with a fervent hatred of witchcraft of any kind even when wielded by the Emperor's servants, such as the Black Templars. These charges have been more than



Inceptus Kahl
Assault Veteran Sergeant and Initiate
of the Enochian Guard



Lector Rabelias
Terminator of the Exorcists 1st Company
Assigned to the Bodyguard of Silas Alberec

effectively answered however by the Exorcists' exemplary record in the defence of the Imperium, not merely against enemies of a daemonic mettle, but against diverse other threats such as Ork Waaaghs!, Eldar incursions and traitors and renegades of a more mundane timbre over the centuries.

The Chapter's home world is known as Banish, said to be an ancient feral world that lies within the borders of the Narasima Straits, a quarantined sector of space on the Eastern Fringe. The planet serves as the Exorcists' primary raining facility and armoury, with their ortress monastery, the heavily armed Basilica Malefex housing their gene-seed stores and Apothecarion as well as vast archives of occult lore and he Chapter's battle honours. Banish also houses several secret Ordo Malleus facilities under the Exorcists' protection. Despite this extensive complex, the bulk of the Chapter is usually found on continuous active service, with the whole of the Imperium coming under its range of operations as needed, the Chapter answering distress calls and gravitating towards major war zones as it wishes. The Exorcists' mobility is further aided by an extensive long-range Chapter fleet including the unusually high number of three battle barges, and history has proved the Chapter to be highly flexible in its deployments, operating at times a widely spread task force but able to swiftly reunite as a whole thanks to a well-integrated and responsive command structure and a refined capacity for operational planning.

Compared to other Space Marine units involved in the Badab War, the Exorcists showed a high degree of adaptability and unpredictability in battle, both in terms of tactics and the weapons they employed. When enemies realised their preference for disciplined advance and sought to plan accordingly, they found themselves out-manoeuvred as the Chapter changed strategies, displaying a subtlety and clear perception that at times caught their foes entirely off guard.

ORGANISATION

The Exorcists are rightly regarded as a Codex Chapter, with a great deal of their organisation, structure and tactical operations adhering to that found within this great tome. In addition, much of the Chapter's common practice, insignia and honours as well as basic tactical doctrine is based closely on the tried and tested patterns of the Ultramarines and their successors. The Chapter however, does feature several noteworthy and substantial deviations from the Codex strictures, the first and most obvious is that the Exorcists' order of battle totals twelve companies, as opposed to the regular ten. Companies ten, eleven and twelve of the Chapter consist entirely of Neophyte Scouts serving their apprenticeship to become full initiated Battle Brothers. The reason for this expanded Scout cadre is generally believed to be a consequence of some highly unorthodox and dangerous training practices by the Chapter, which have long been rumoured to include numerous techniques to put the worth of body and soul of their neophytes to the most extreme of tests. Some believe that these trials may even include controlled exposure to baleful entities of the Warp to armour the souls of the Exorcists' brethren by building up some form of tolerance to the unholy and weed out those who may be susceptible to spiritual taint early on. The fatality and corruption rates of such practices are guaranteed to be frighteningly high, and without the high influx of recruits it is likely that the Chapter would soon fail. The fate of those who fail the Exorcists training process remains unknown to those outside the Chapter's hierarchy, and perhaps those secretive factions of the Ordo Malleus who also make Banish their base of operations. The Exorcists have consistently remained silent as to their training methods and the origin and development of their unique gifts and knowledge, and as Banish lies within a forbidden zone in which the Chapter has near-unique dispensation to operate, outside eyes have never witnessed their practices first hand.

Another feature of note within the Chapter is the presence of certain esoteric sub-cults within the Exorcists' ranks which dedicate themselves to particular fields of expertise and knowledge, known generally as the Orisons. Many of these Orisons are manifested on the battlefield within the Chapters' different squads and divisions, while their inner circles are made up of veterans and other high ranking Battle Brothers. Acceptance within one or more of these sub-cults is a mark of high regard within the Chapter, and membership in one does not preclude involvement with another. Each of the Orisons maintain their own books of lore through which their wisdom is passed on to future warriors, and access to them is available to any within the Chapter who would learn from them. The most prominent of these Orisons is the Enochian Guard of which many of those veterans who make up the Chapter's 1st Company belong. Named for Enoch Trismegistus, who according to Chapter legend was the Exorcists' first Chapter Master, the guard are hell-slayers, and membership to its number carries the requirement of having slain a manifested Daemon in single combat. Other Orisons within the Chapter that have become known to outsiders include the Obelisk Thelemus to which many of the Exorcists' Devastator veterans and Techmarines belong, and the Broken Tower which is almost exclusively made up of members of the Chapter's powerful Librarium faculty.

SELECTED BATTLE HONOURS:

The Vanquishing of the Horned God, the Aschen War [307.M40]

In 300.M40, after a bloody cult-inspired revolt on the cardinal world of Dimmamar exposed how overstretched Imperial control over the surrounding region had become, a series of brushfire revolts and incursions erupted across the sub-sector which would later become known as the Aschen War. Slowly stripped of much of its defences over the course of several generations to provide for the needs of other pressing conflicts nearby, this border region was ill-equipped to stave off catastrophe when it came. Very rapidly a three-way war developed between the beleaguered Imperial protectors of the Aschen worlds, Chaos worshipping cults who had subsumed several planetary defence garrisons to their cause and Ork marauders pouring across the border from the adjacent Blood-Maw Cluster. The Imperial counter-invasion was led by the combined forces of two Space Marine Chapters - the Exorcists and the Dark Hands, backed by the Necromundan 54th and 60th Imperial Guard Rifles and the Battle Sisters of the Order of the Valorous Heart. The Exorcists quickly realised that one of the keys to victory would be locating and destroying the single dark master of many names that lurked behind the divergent Chaos cults in the region, a daemonic creature that on Dimmamar was known as the Horned God. A thing of shadow and malice, the Horned God was a master of hellish pacts engorged on the souls its servants had slaughtered. When the Exorcists finally cornered the Daemon Prince in the maze-like pre-human ruins of the dead world of Belphago, it was attended by a guard of thousands of its fanatical followers and several warbands of Night Lords Chaos Space Marines it had bound to its will.

What followed was one of the hardest fought and costly actions in the Chapter's history, as the Exorcists with the aid of a hastily composed Ordo Malleus strike team fought their way through suicidal attack waves of cultists and the skilful ambushes and vicious assaults of the Night Lords before confronting the blackly-burning daemons that served the Horned God. In the final, titanic struggle amid the fallen ruins of a temple to the dark gods older than the history of Man, the Exorcist Enochian Guard and a handful of surviving Inquisitors and their agents confronted the Lord of Shadows in all its blasphemous and unholy glory. Shrugging off shot, shell and energy blast, the darkling beast slashed through the Exorcists' ranks, shearing Terminator-clad warriors in half with contemptuous ease and ripping asunder the Daemonhosts of Inquisitor Grey before devouring their master whole. The Exorcists refused to retreat from the horror that confronted them despite their losses, and slowly the weight of their attacks began to take their toll. The turning point of the battle came when one of the Chapter's Dreadnoughts, the Venerable Sybra, sacrificed himself to rip a great chunk of the Daemon's smouldering body away and exposed its blazing heart. This noble act allowed the Exorcists to press their attack while the daemon reeled in agony. With a daring lunge Librarian Malachite pierced the foul heart with his force spear, and with the upmost exertion of his powers and adamant will through the weapon severed the Daemon's connection with the mortal plane, finally vanquishing it.

As the arch-Daemon's cries of rage and frustration echoed into eternity, all across the Aschen sub-sector, those who had bartered their souls for a measure of the Horned God's power paid the price and were consumed by black flames, shattering the power of the Chaos revolt. Fully a third of the Exorcists Chapter had perished, but the tide of the war was now in the Imperium's favour, and within a year, the sub-sector was brought back under Imperial control.

The Relief of Stonekraal [740.M41]

Before the full extent of the Tyranid threa was realised, Hive Fleet Behemoth slashed a murderous wound deep into the Imperium before finally being halted at Maccragge in 745.M41. In the years prior to this as the Ultramarines fell back to their Chapter world, much of the defence of the domains of Ultramar was left in tatters and helplessly exposed before the hunger of the beast. Many worlds fell, their cries for aid unheard or ignored, while a scant few were ortunate enough to escape by blind ortune or outside help. Stonekraal was one such world, a bleak and often overlooked minor frontier world on the north-eastern edge of Ultramar. When a scheduled trader vessel, the *Nostros Vex* appeared three weeks overdue and drifting, seemingly lifeless on the edge of the system it heralded the beginning of a nightmare for the colonists of Stonekraal. Soon a rapidly multiplying nfestation of Genestealers broke out, and in an ever-growing plague, the horrific creatures hacked through the scattered, hardscrabble settlements of Stonekraal like a butcher's cleaver hrough raw meat. Alone, and realising heir distress calls were unlikely to be answered, the remaining colonists did heir best to gather their few weapons ogether and mount a defence, determined to sell their lives dearly if they could. When all seemed lost and only he last major settlements remained, all that was left for the terrified men and women cowering behind futile barricades to pray for deliverance, and deliverance came as deep crimson Thunderhawk gunships descended on plumes of fire above them. The Exorcists 3rd Company driven off course by the Tyranids' shadow in the Warp, had heard he colony's cries for help. Their strike cruiser *Hand of Glory*, having already slain two encroaching void kraken in he outer system, now unshipped its complement of Space Marines to make a stand on Stonekraal's broken ground.

The battles that followed were swift but urious; the Genestealers first seeking o infiltrate by stealth only to be met by he firepower of Exorcists waiting for hem. The broods quickly shifted tactics and sought to overwhelm their foes in a whirlwind of fang and claw. Inured as hey were to the terrors of the Warp, even these nightmarish xenos, although deadly beyond measure, held little fear for the Exorcists Space Marines. With near clinical efficiency the Space Marines set up interlocking fields of fire to trap heir attackers into pre-prepared killing zones in order to blunt the Genestealers' advantage in speed and numbers. Meanwhile the Exorcists' potent Librarian, Castor Machen, sought out the masters of the brood and scourged them to ashes with coruscating soul-fire. Stonekraal survived thanks to the Exorcists' efforts; a small victory perhaps in the grand scheme of the battle against the Hive Fleets, but a victory none the less. After-action testimony taken by Ordo Xenos investigators record clearly the fearful awe the surviving colonists felt for their saviours, and many still spoke of the sounds of the baleful litanies of the chanting Exorcists echoing in their dreams.

BADAB WAR DISPOSITION

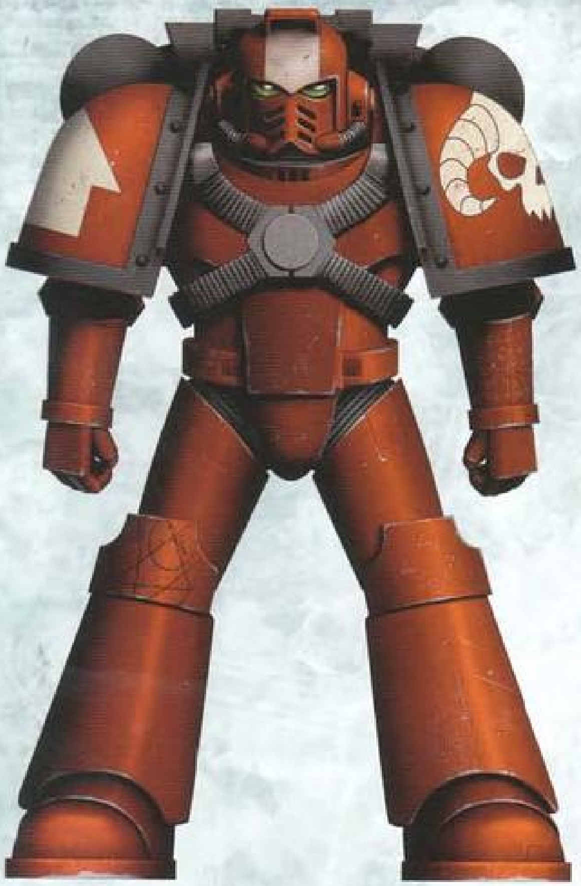
The Exorcists Chapter took part in the latter stages of the Badab War, a strong detachment of the Chapter arriving to reinforce the Loyalists in 908.M41 after the declaration of Lugft Huron and his Chapter as Excommunicate Traitoris. The Exorcists force comprised the entirety of their 2nd, 3rd and 5th battle companies, along with their 6th tactical reserve company, 11th scout company and half of their 1st Veteran company. The force, which arrived in stages between 908.M41 and 911.M41 was commanded by Silas Alberec, the famed Exorcist 3rd company captain and heir-designate to the command of the Chapter. The Exorcists also brought with them two battle barges, three strike cruisers and three squadrons of escorts and attack craft numbering seventeen ships in total. This fleet offered the Loyalists a substantial increase in planetary assault capacity that would prove invaluable in the closing battles of the war.

The initial Loyalist deployment of the Exorcists' forces was to reinforce their main battle line, while a smaller detachment was split off and sent to aid the Sons of Medusa at Cygnax. This latter task force however swiftly ran into difficulties operating alongside the larger Sons of Medusa force owing to marked differences in temperament and objectives and were soon recalled. The first major campaign the Chapter was involved in was the Loyalist invasion of Sagan, which would prove to be one of the largest engagements of the entire war and arguably the beginning of the Secessionists' fall. During this hard-fought series of battles, the Exorcists took on the task of engaging Secessionist warships, utilising the combined firepower of their battle barges to great effect, before acquitting themselves admirably in assaulting and taking the Loyalists' secondary strategic objective - the outpost world of Sagan V. An unexpected prize also claimed by the Exorcists Chapter during the battle was the armed merchantman *Soyuz-Maru*, which had been taking on substantial supplies of munitions at the time of the attack destined for the defence of the Endymion Cluster. The Exorcists managed to take the ship and its valuable cargo intact after a three hour boarding action contested by Mantis Warriors Space Marines guarding the vessel. The Chapter went on to fight in a series of other more minor engagements over the next several years.

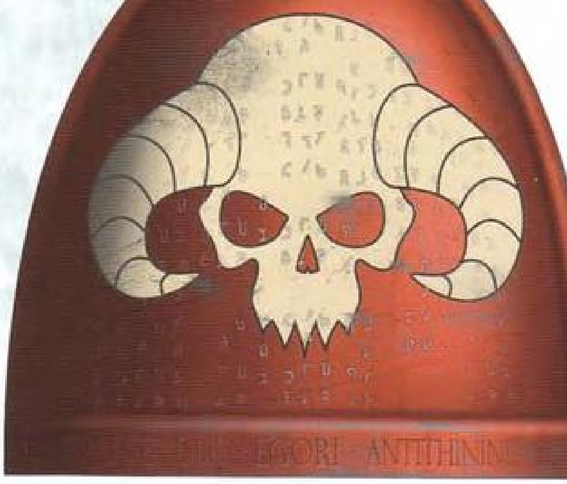
When the final assaults on the Badab sector were put into motion, the Exorcists, who remained largely at full strength were used as a cornerstone of the Loyalists' line of attack. The Chapter was heavily committed to the near-disastrous invasion of Pireaus, where despite casualties it acquitted itself formidably and garnered high praise for its stalwart and quick-thinking actions. Later in the attack on Badab itself, the Chapter was assigned to the assault on the heavily defended star fortress of Sentinel-Sigma, while their fleet of escorts comprised much of the system blockade force. In the first of these two tasks the Exorcists were triumphant, taking control of the station and destroying its garrison despite stalwart and bitter resistance led by the infamous Astral Claws Captain Corien Sumatris. To the Chapter's shame however, the blockade of the system failed when anarchy reigned on the surface of Primaris after the Carcharodons fired the hives' reactors and started a chain reaction that would doom the planet. In the scramble to flee the surface, both Loyalists and Secessionists struggled to escape in any craft they could. In the confusion that followed, the Exorcists fired on and in some cases destroyed any vessel that could not prove itself to be an ally, unfortunately slaying fellow Loyalists in the process. Worse, a vessel containing many from Lugft Huron's inner circle escaped the blockade in the confusion carrying the body of their master. These events would go on to tarnish the story of the Chapter's otherwise exemplary service in the Badab War.

TACTICAL SQUAD IDRIS

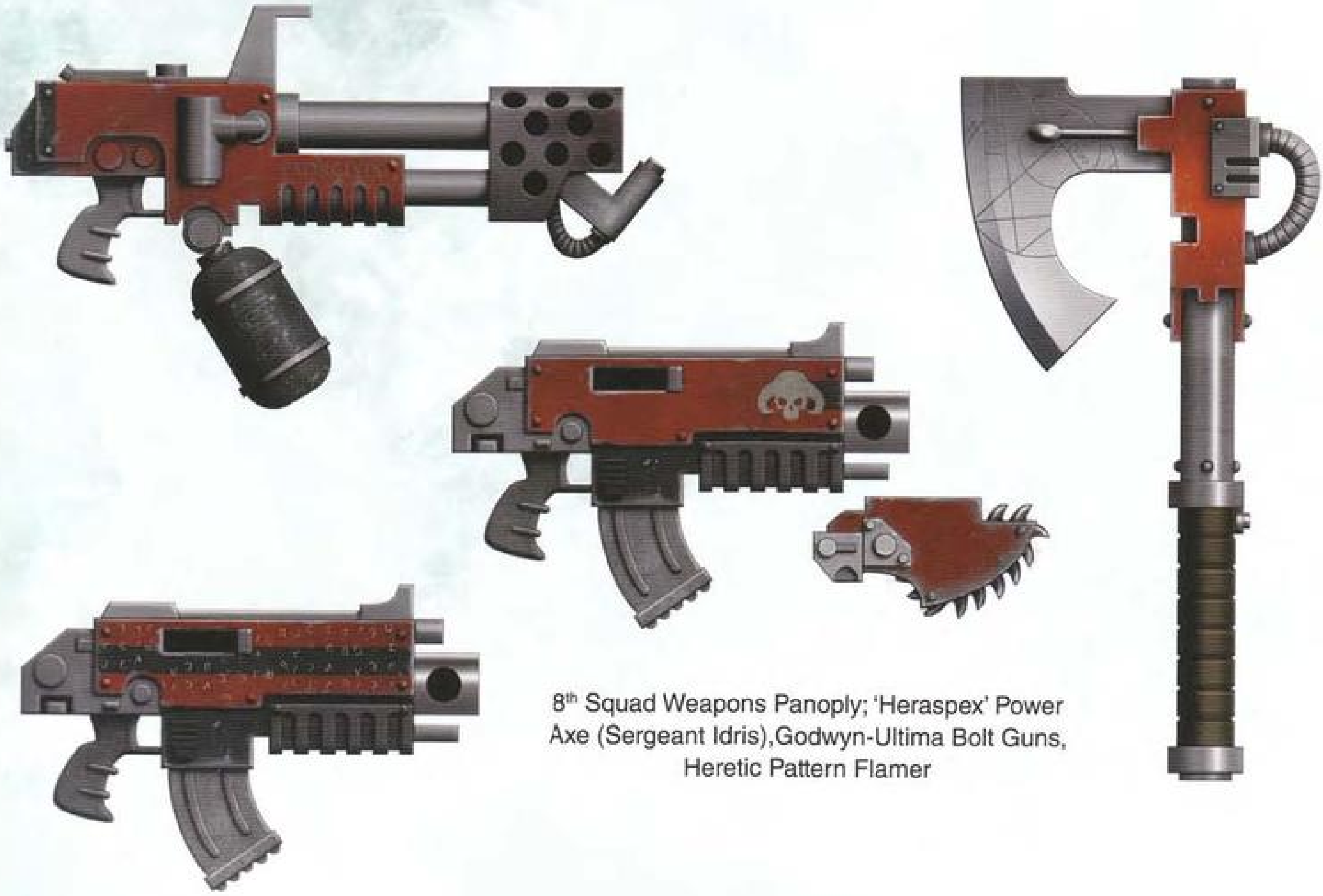
EXORCISTS CHAPTER 8TH SQUAD
TACTICAL RESERVE COMPANY



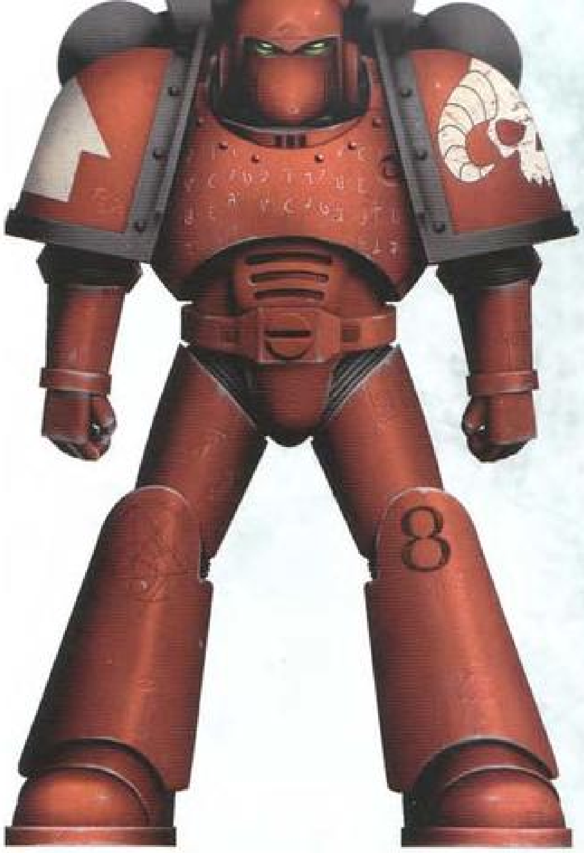
Almoner Sergeant Idris
Commander, 8th Squad,
Exorcists Tactical Reserve Company,
Squad Awarded the Order of the Iron Halo for their
Actions during the Battle of Shavra



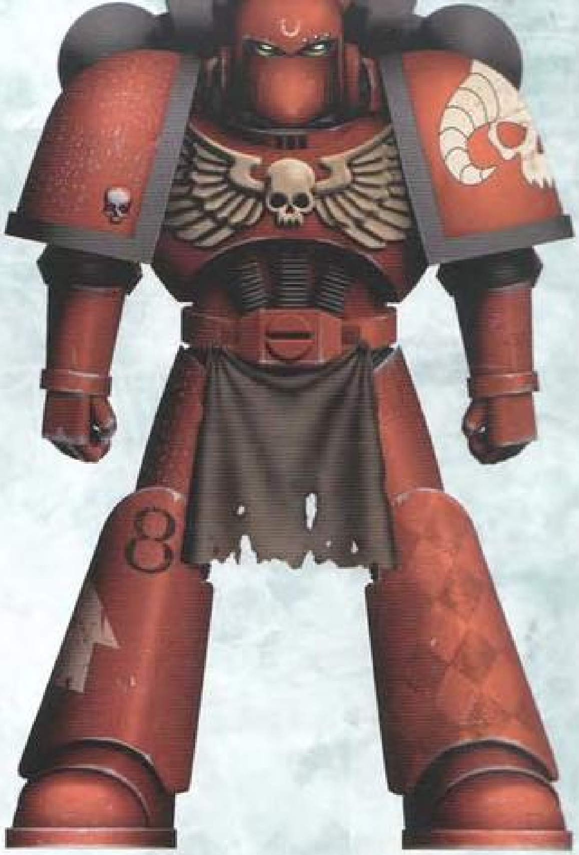
Exorcists Chapter Icon
Common Armorial Use



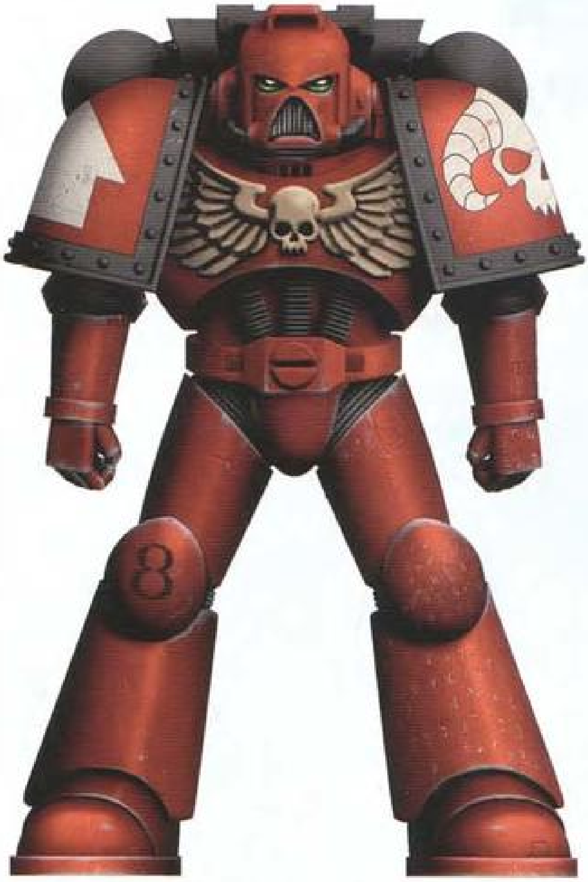
8th Squad Weapons Panoply; 'Heraspex' Power
Axe (Sergeant Idris),Godwyn-Ultima Bolt Guns,
Heretic Pattern Flamer



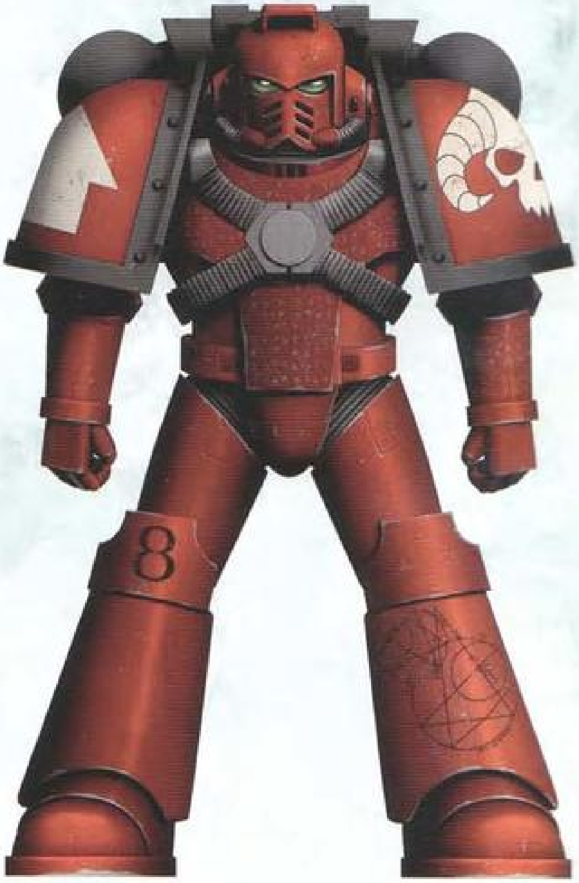
Brother-Initiate Belloch
Taken to the Emperor's Grace,
The Battle of Shavra



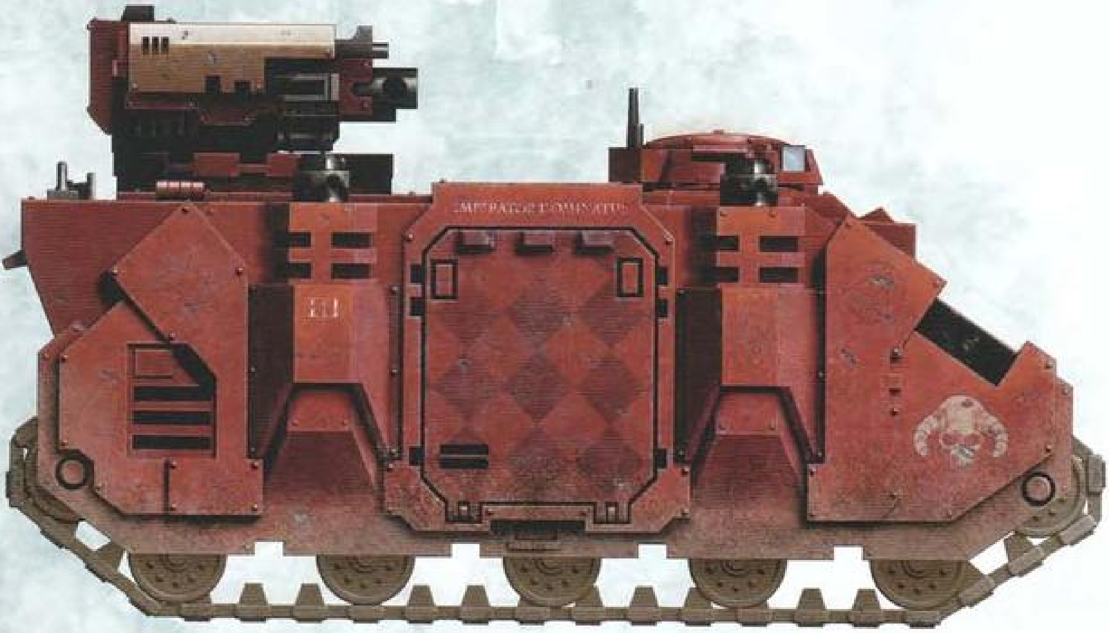
Brother-Initiate Avasi
Cited in the Rolls of Honour,
The Battle of Shavra



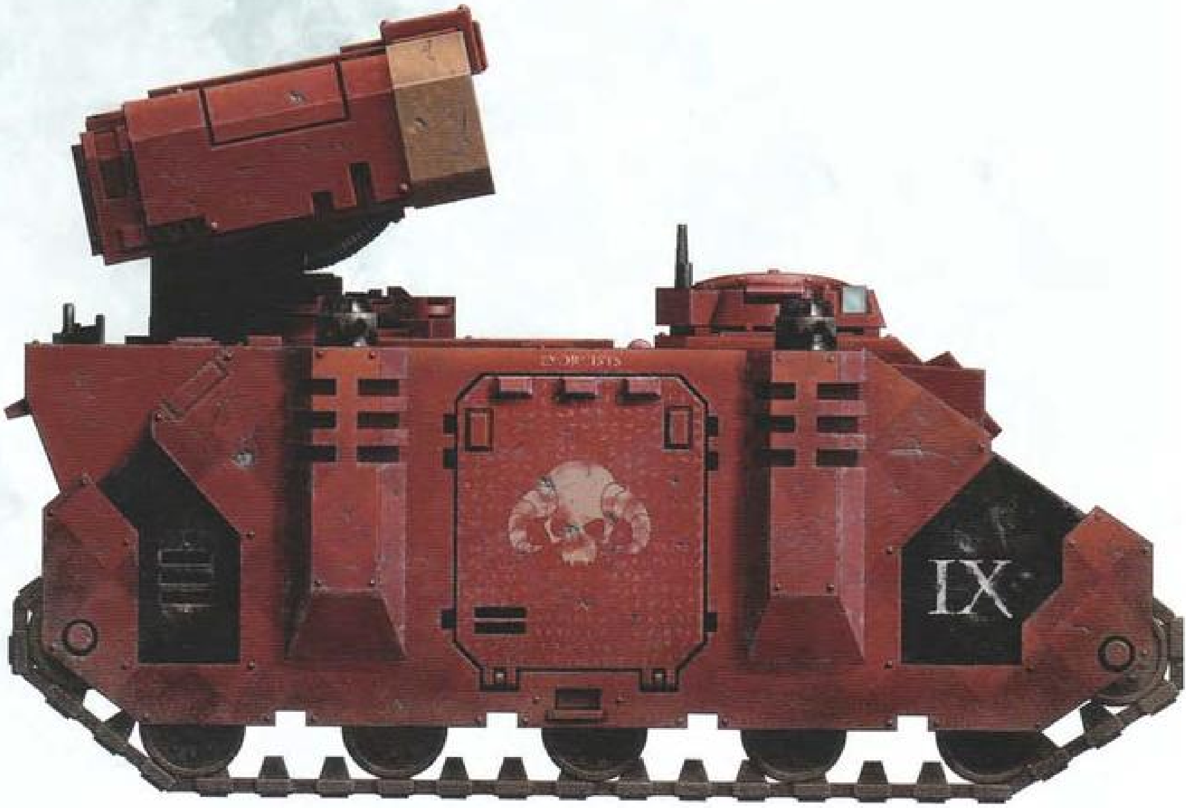
Brother-Initiate Baeliastus
Athemae of the Broken Tower
Stigmatum Majoris
The Battle of Shavra



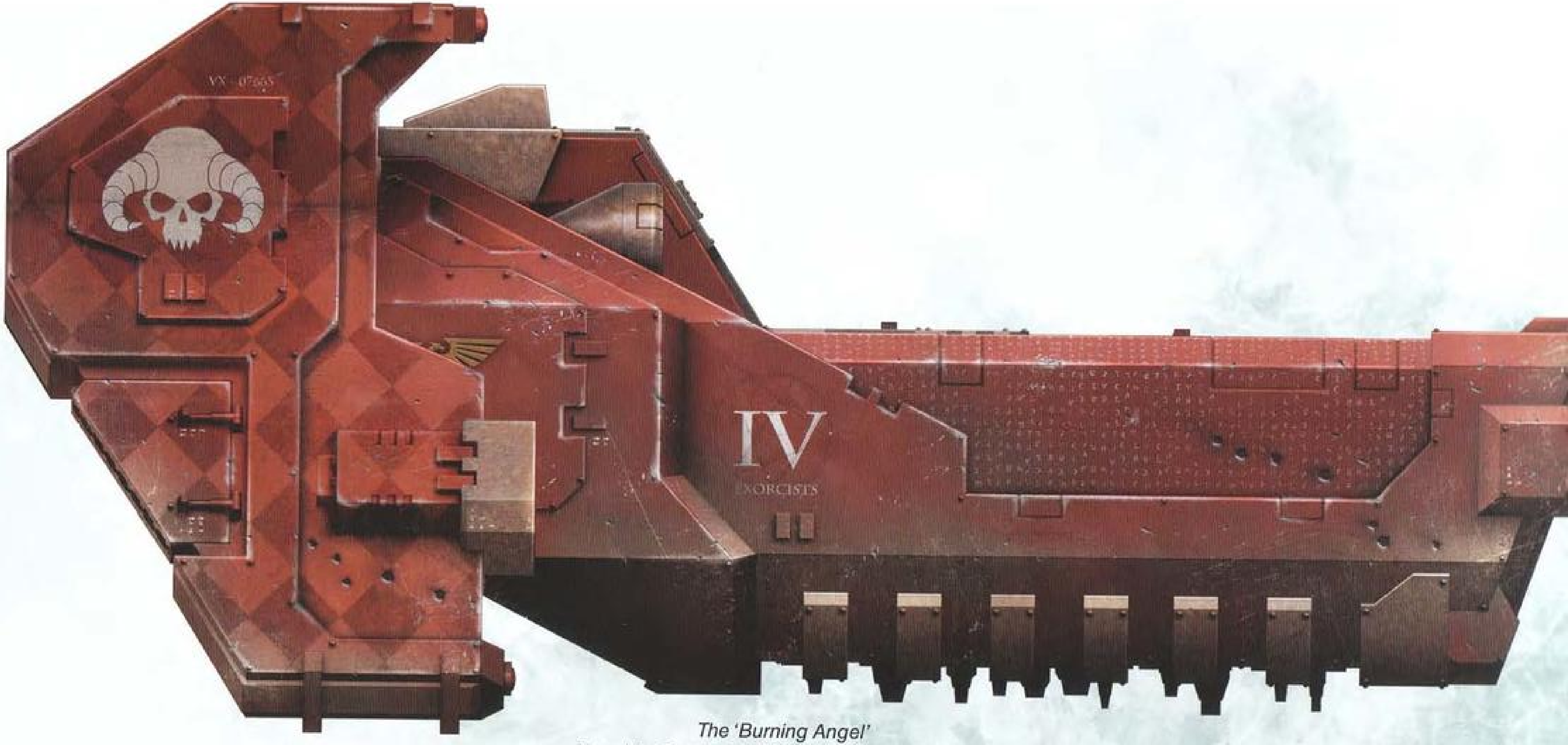
Brother-Initiate Gebruah
Meritorious Sacrifice
The Battle of Shavra



Exorcists Chapter Razorback
Assigned to the 2nd Tactical Squad,
3rd Battle Company
Hallow's Point Incursion



Exorcists Chapter Whirlwind,
Attached to the 9th Company
Destroyed in Action, Battle of Shavra


VX - 07665
IV
EXORCISTS

The 'Burning Angel'
Exorcists Chapter Caestus Pattern Assault Ram
Attack Squadron attached to the Battle Barge
Redeemer

THE STAR PHANTOMS

CHAPTER NAME: .... THE STAR PHANTOMS
FOUNDING: .... 23RD (SENTINEL) FOUNDING, CIRCA EARLY M38
CHAPTER WORLD/DEPLOYMENT:.... UNTIL RECENTLY FLEET BASED, FORMERLY HAAKONETH (DESTROYED) NOW JAHGA
FORTRESS MONASTERY:............. THE BATTLE BARGE *MEMENTO MORI,* NOW LAND-LOCKED ON THE SURFACE OF JAHGA
GENE-SEED (PREDECESSOR): .... UNKNOWN
KNOWN DESCENDANTS:............... NONE

"Death is but a door..."

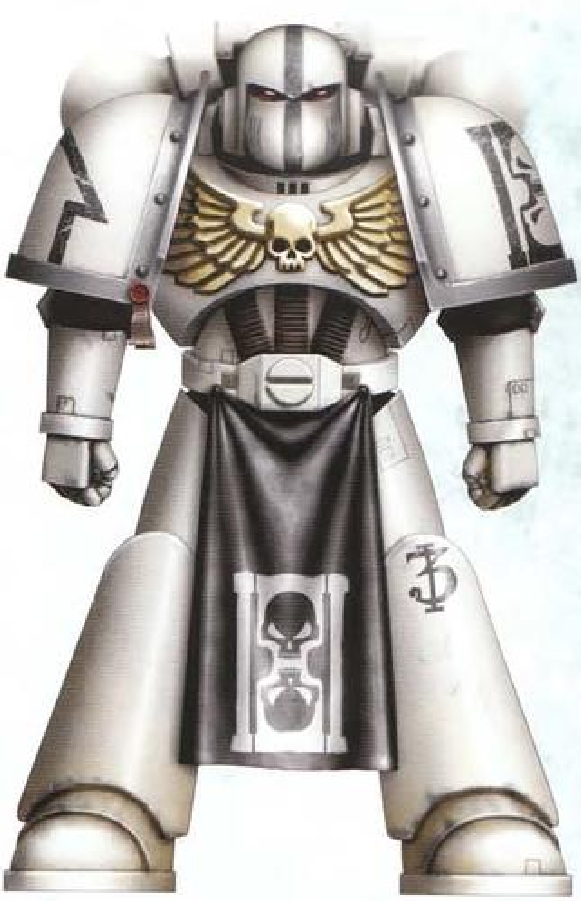
-Credo Mortifex

The Star Phantoms Chapter is one with a shrouded and sometimes troubled history. Their victories, though they have been many, have largely remained unsung and unremembered. For much of their past they have been left to operate alone at the edge of the Imperium breeding in them an isolationist and fiercely independent streak that has seldom embraced outside command. These vicissitudes of fate have led to the Star Phantoms clashing with Imperial authorities and fellow Adeptus Astartes on numerous occasions, and they have gained a shadowed reputation for themselves with other Imperial commanders. Matters concerning the Chapter's relations with their fellow Space Marines have been further worsened by suspicions caused by the Star Phantoms' secretive operations, seemingly unnatural obsession with death and strange mortuary traditions. These factors have been the cause of dark suspicions regarding them in the past, although full Inquisitorial investigation of the Star Phantoms after their role in the wars of the Macharian Heresy exonerated the Chapter. The Inquisition uncovered no overt heresy of thought, spirit or biology, although the Holy Ordos did note with concern the depth and complexity of the Chapter's unique funerary cult beliefs.

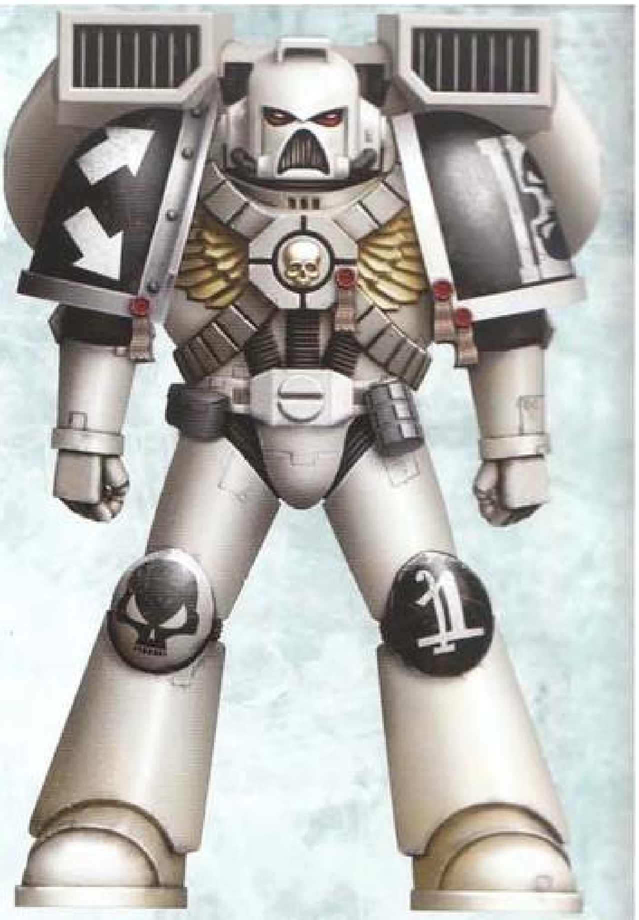
The origins of the Star Phantoms lie in the 23rd founding of early M38, known in some sources as the Sentinel Founding as it was created to aid the Imperium's defences in numerous ill-starred and vulnerable areas of the galaxy. Their exact origins and primogenitor Chapter remained mysterious even during their creation, as did the backgrounds of many Chapters of this founding. Some sources have since hinted that they utilised the Dark Angels gene-seed, although this has been vociferously denied by the Dark Angels themselves, and the Star Phantoms consider such queries, even via official channels, as inherently presumptuous and cause for offence. Likely this speculation is simply based on some observed similarity in livery, iconography and trappings, which along with their inherent introversion of character has given birth to a likely unfounded assumption by certain scholars of the Adeptus Terra and Departmento Stratagos.

The Star Phantoms' initial deployment as a Chapter was to the shrine world of Haakoneth on the edge of the ravaged Sakkara sector where they fortified one of the planet's mountainous mausoleum-complexes to become their base of operations. From this bastion they sallied forth against the numerous foul xenoforms that plagued the region. The Star Phantoms' neophyte-recruits were drawn from the technologically regressive barbaric remnant-populations of the surrounding systems, and their first tasks were to guard against the numerous horrors that plagued that fallen seat of the Imperium's power. Since this time, the entire Sakkara sector has been lost to the outer void for more than a millennium, but these dark beginnings appear to have left an indelible mark on the soul of the Chapter that has remained to the present.

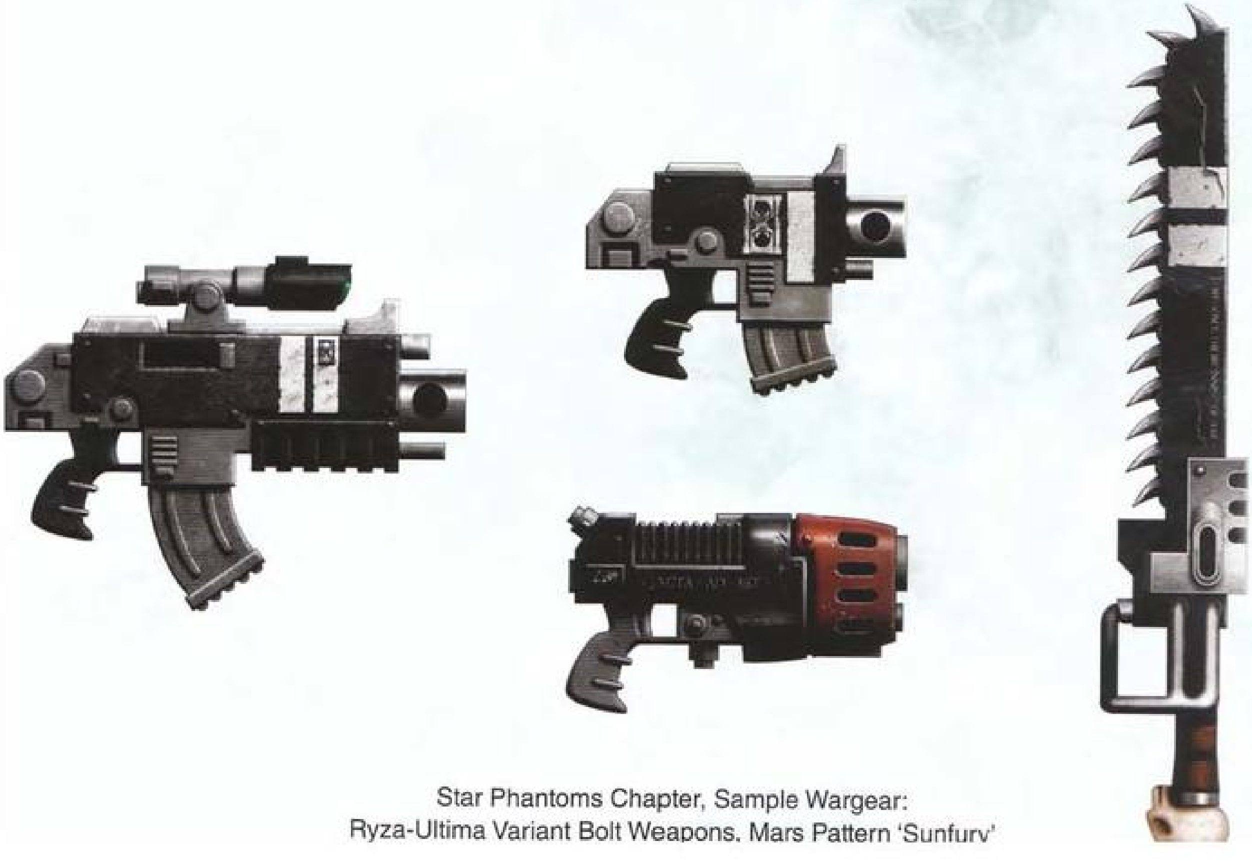
Following the destruction of their home world of Haakoneth in 120.M40, the Star Phantoms became a fleet-based Chapter, slowly rebuilding their strength and participating in numerous conflicts and interventions across the Segmentum Obscuras. It was during this period the Chapter came to further specialise in fleet combat and mass assault operations from near orbit. A favoured tactic of the Chapter being the co-ordinated use of large numbers of drop pods of varying types and classes, including weapons-platform types such as the Deathstorm as a key part of their strategies. It was during these years the Chapter earned a merciless reputation for the indiscriminate use of firepower, often



Brother Mors
Meritorious Sacrifice
Assault on High Guard Station
The Fall of Badab



Brother Lynch
Sole Survivor of His Squad,
Awarded the *Laurel of Endurance*
Battle of the White Gate
The Fall of Badab



Star Phantoms Chapter, Sample Wargear:
Ryza-Ultima Variant Bolt Weapons, Mars Pattern 'Sunfury'

inflicting wanton collateral damage on their targets during civil insurrections. This reputation was further cemented when the Chapter took part in the Macharian Crusade. The Lord Solar himself is on record as having judged the Star Phantoms as *"Unsuitable for tactical close support of other Imperial units"*. It was in the aftermath of this famous crusade that the Star Phantoms' darkest hour came.

Having participated in many of the Macharian Crusade's most deadly engagements, and despite having proved themselves time and again, they garnered little respect as they saw matters, and are known to have had a troubled relationship with the Crusade's commanders as to strategy and deployment. After the death of Lord Solar Macharius they became swiftly embroiled in the civil war and factional division that followed among his generals and war leaders, clashing directly with those Imperial Guard forces who in the Chapter's view had betrayed the Imperium. The Star Phantoms are listed in certain suppressed sources as being directly responsible for the annihilation of the 17th Terrax Guard on Thoth, and are known to have engaged in a bloody and protracted conflict with their former allies of the Marines Malevolent, resulting in that Chapter's near destruction at their hands. The Star Phantoms became subject to Inquisitorial investigation as a result of their actions and were ultimately cleared of heresy but were censured by the Holy Ordos. They were bound into the thankless and dangerous task of partly forming the spearhead of the Imperial Interdiction campaign in the 070s.M41 to end the Macharian Heresy. In the aftermath of this short and brutal campaign which involved elements from over a hundred Space Marine Chapters, the Star Phantoms, once again badly reduced in strength undertook a self-appointed crusade alone into the southern Segmentum Tempestus attacking isolated Ork and Chaos held worlds as they saw fit. Much of their activities afterward remain hidden both from the official record and the eyes of the Imperium until their participation in the brutal closing stages of the Badab War.

Organisation

In terms of Chapter organisation the Star Phantoms broadly conform to the standard patterns laid down in the Codex Astartes, with some considerable slant given in its deployments and production towards the preferred use of 'first strike' and drop assault weapons and war materiel, as well as exotic additions to the recognised tenets that tie in with their own unique beliefs. The Chapter has a preference for using heavy firepower to slaughter their enemies, closing to assault only when it is most tactically expedient to do so. For the Star Phantoms no one mode of combat holds any inherent glory or value over another, all that matters instead is that death is dealt to the enemy. Thanks in part to an extensive and diverse Chapter armoury, the tactical doctrines of the Star Phantoms favour Space Marine-carried portable heavy weapons to supply this combat firepower at close range. Both plasma and melta weapons in particular are fielded in comparably large numbers in the Star Phantoms' ranks, with the Chapter deploying a pattern of three Devastator squads per standard battl company, rather than the Codex approved number of two as is the norm. This doctrine of close range firepower is also carried through by the Star Phantom's command structure, with combi-weapons, again favouring the incorporation of melta and plasma designs, produced in significant numbers by the Chapter's Techmarines and often carried into battle by its officers and Veteran Sergeants as a symbol of rank. In addition the Star Phantoms maintain a sizable core force of Vindicators and Land Raiders for use in armoure spearhead attacks, and manufacture and employ large numbers of Deathstorm drop pods in a fire support role for planetary assaults.

SELECTED BATTLE HONOURS

The Massacre of Kormarg [718.M39

By the 710s of M39 the fortress world of Kormarg II on the edge of the Sakkara sector had been besieged for more than two centuries by Khrav marauders. Kormarg had held out against the odds stacked against it and had not fallen, but the world

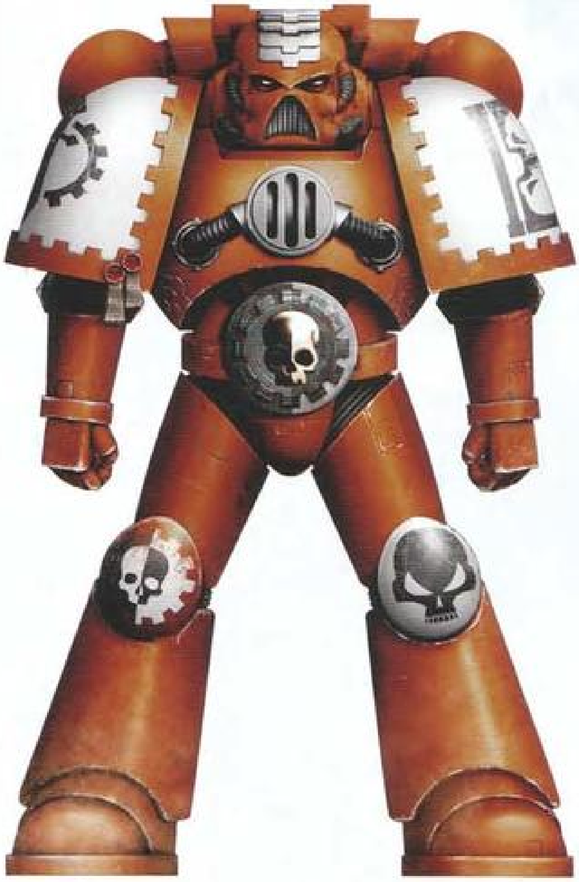
Addendum: Chapter Mortuary Cult Imperialis

The existence of indigenous and often unique cult belief systems, martial philosophies and variations on the Cult Imperialis within the Adeptus Astartes is far from uncommon. They range from fairly minor ritualised Chapter traditions such as are found in many Ultramarines successors to the entirely individualistic culture of a highly unorthodox Chapter such as the Space Wolves. The so-called Mortuary Cult of the Star Phantoms is of this more extreme variety, and embraces the divinity of the God Emperor of Mankind as *"Imperator Mortifex"* — Judge of the souls of the dead and keeper of martyrs. Accordingly, the brethren of the Chapter see themselves as divinely ordained killers; Angels of Death in the truest sense. Grim solemnity accompanies their proceedings at all times and they care little for the individual glory of the warrior, but are instead consumed by the task of bringing death to those that defy the Emperor's will or seek to thwart his holy purpose. True to Imperial dogma, they hold as a central tenet of their beliefs *"That only in death does duty end"*, and while they give little leeway or respite to the living, they deeply honour those who fall in the Emperor's service and hold the many martyrs of the Imperium and the dead of their Chapter with extreme reverence. As a part of their practices the Star Phantoms have been observed to hold many strange and elaborate funerary customs, and it is commonplace for battle brethren of the Chapter to maintain a personal reliquary containing votive items such as the ashes of fallen comrades as a talisman, and are also apt to use the ground dust of their enemies' bones compounded as lapping powder for their armour. The keepers and high priests of these cult practices are the Star Phantoms Chaplains. Each company and detachment has its own attached Mortuary Chaplain to administer its rites, with a separate chantry of four Reclusiarchs and a Master of Sanctity maintained as a key part of the Chapter's command structure.

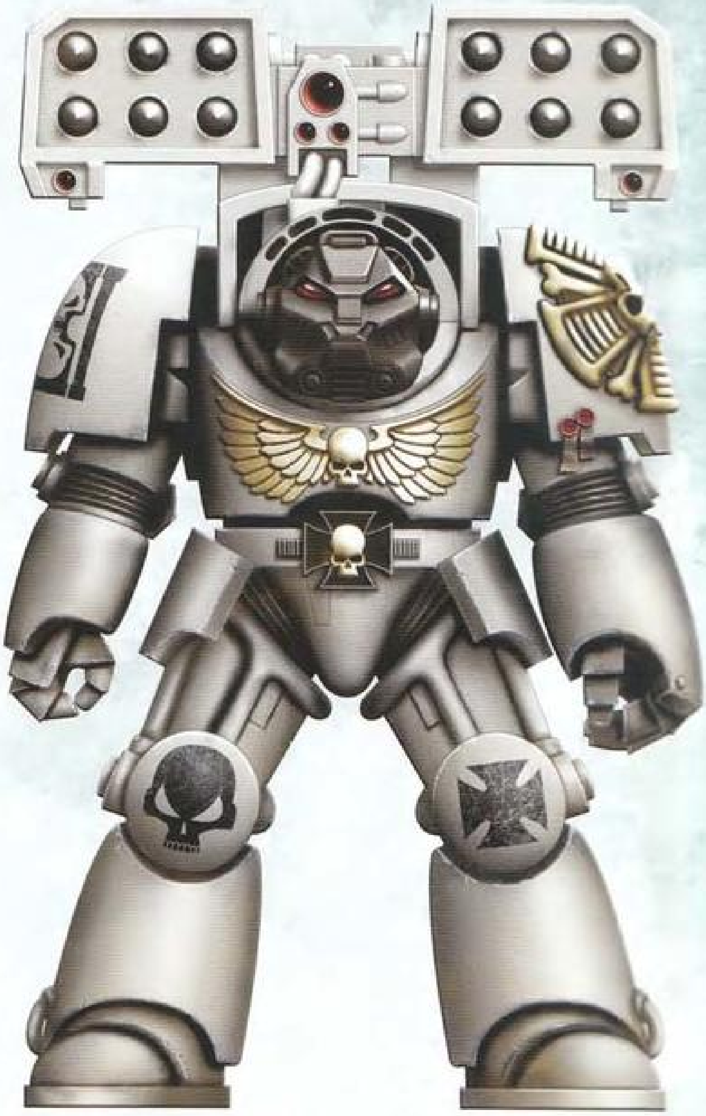
had been laid waste in the process. Taking it upon themselves to answer the defenders' long-standing plea for help, the Star Phantoms Chapter fleet attacked en masse, swiftly encircling the Khrave nest-webs in orbit and blasting them apart with concentrated fire from their bombardment cannon.

Once they had scattered the remaining enemy snare-ships, the Star Phantoms launched a full drop-strike against the Khrave feasters on the surface, crushing them between the anvil of the extensive Kormarg bastion network and the hammer of the Chapter's drop-pod onslaught, swiftly annihilating the foul xenos. As the defenders threw wide their gates to their liberators however, it quickly became apparent that in their years of struggle against the alien, the human garrison had become genetically and spiritually corrupt. The Master of the Star Phantoms was swift in his judgement. With their defences already open to the Space Marines, the bastions which had held out for centuries against the xenos became blood-drenched killing chambers as the Star Phantoms purged Kormarg II of its tainted people. After the massacre, the Star Phantoms used the macro-shell craters from the planet's long war as giant pyre-pits for the liquidated population, and the Chapter's chantry servitors sang solemn hymns to honour their martyrdom as the Star Phantoms consigned the bodies to the flame. Shortly after the Star Phantoms' actions, Kormarg II was re-garrisoned as a Departmento Munitorum penal colony.

The Death of Haakonath [101.M40]
In 101.M40, the Chapter's forces were recalled to defend its endangered home world of Haakonath from sustained Ork attack by the warring Freeboota Klans from the Edge Void. Ork ramships and roks invaded the Haakonath system in assault waves larger than anything before encountered by its defenders. The greenskin attack was unusually frenzied, driven on both by the



Brother-Adept Eresh
Star Phantoms Techmarine
Attached to the 9th Company Breach Assault
The Battle of the Palace of Thorns



Terminator Veteran Malach
Cited for the Destruction of Enemy Land Raider
and Predator Tanks, Battle of the Shattered Plaza,
The Fall of Badab

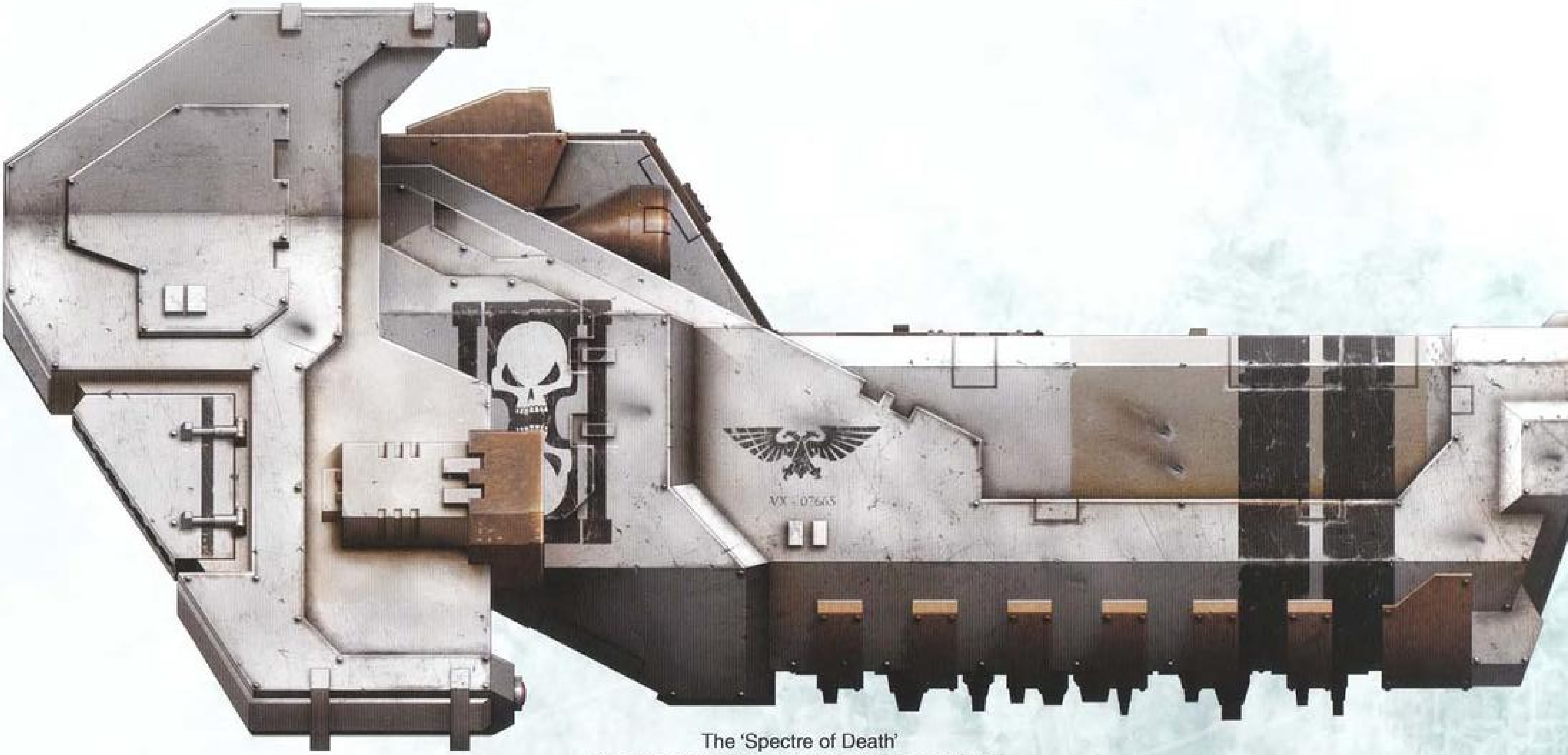
brute savagery of the Orks and a desperation whose cause was soon to become apparent. The Ork attackers hurtling headlong at Haakoneth itself took immediate losses, first blundering through interlinked defences of the system's minefields before being met by the combined power of the Star Phantoms' Chapter fleet and their home world's formidable defence batteries. Ork ships were shot down in their hundreds, and whole clusters of attacking Roks were boarded and blasted apart without ever making landfall in a running battle that lasted sixty standard days, littering the star system with wreckage in a firestorm of ordnance that threatened to exhaust the planet's considerable stockpiles. It was only then when the Ork forces were at last broken and scattered that the grim Star Phantoms sensed victory but then the true nature of the oncoming threat materialised. A vast temporal-warp rift surged like a deadly rip-tide towards the star system from the outer void, and at its vanguard came the horror of a massive Hrud migration trapped within the rift's event horizon.

It was this time-rip that the Ork forces had been driven before in flight, and that now engulfed the Haakoneth system, causing its sun to flare balefully. The rift all but cut Haakoneth off from the rest of the galaxy with its surrounding vortex of spatial turbulence, and help, even if it had been available was utterly out of reach. Immediately the Star Phantoms mounted a valiant defence of their world from the oncoming storm, but it became swiftly apparent their cause was lost as reality itself began to buckle around them. The Chapter fleet was decimated and scattered by the spacial storm, while on the fortress monastery below the enemy stalked in the darkness and no shield or wall could bar their passage. For every Hrud-thing that coalesced from the shadows and was cut down by the Star Phantoms, another dozen misshapen forms took its place, distorting time and space by their presence, and the very earth of Haakoneth splintered and roiled with quakes and tremors at the creatures' passing. One by one the ancient mausoleums and cenotaphs of Haakoneth began to crumble and collapse as the weight of ages wore away at them, and doomed Star Phantoms Space Marines were swallowed up by cruel angles of distortion. The Chapter's losses were heavy, and none could doubt only oblivion awaited the survivors if they stayed. Rather than face certain destruction at the hands of an enemy they could not fight, the Star Phantoms' master Omadon Tiresias ordered his remaining brethren to gather such relics as they could and flee; a decision it remains rumoured not all of his brethren obeyed, preferring to stand and perish with their world. The Chapter's last remaining battle barge, the *Memento Mori,* carrying with it the Chapter's corpus of Techmarines, led the ragged remains of their once proud fleet's escape from the rift-vortex lashing the star system. Many of the Star Phantoms' ships were destroyed in the desperate flight as Haakoneth, caught in the storm's eye, shattered behind them, and Tiresias himself was blinded when a rogue time-eddy speared the *Momento Mori*'s command deck.

Little more than a third of the Chapter's strength would survive the destruction of their home system, and as a consequence of Haakoneth's destruction, the Star Phantoms would spend many years slowly rebuilding their forces and would remain a fleet-based Chapter right up until the Badab War. The battle however earned the Star Phantoms the dubious distinction of being one of only a handful of Chapters in the Imperium's known history to face a full-scale Hrud migration alone and survive.

BADAB WAR DISPOSITION

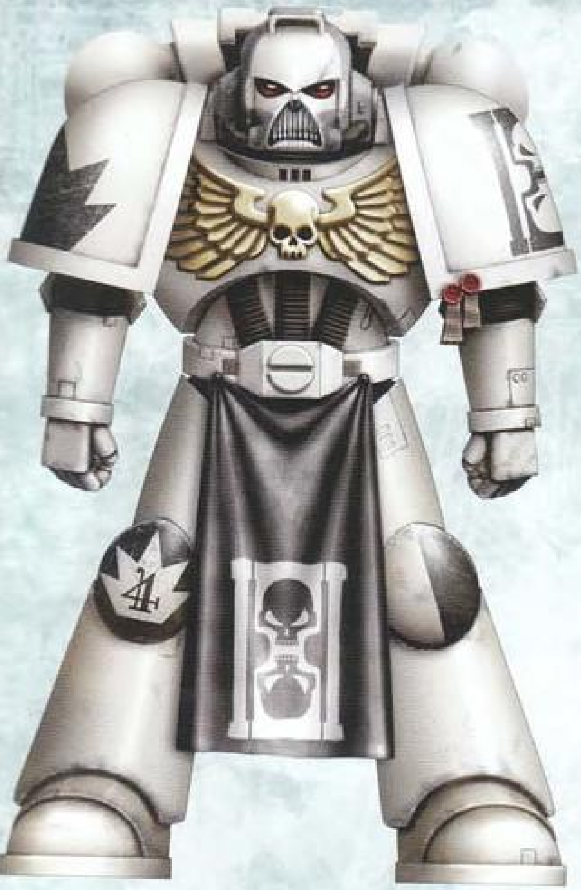
The Star Phantoms played a vital role in the closing stages of the Badab War. Arriving by the direct intercession of Legate-Inquisitor Jarndyce Frain in the Maelstrom Zone in 912.M41, the Star Phantoms' prior deployment remains something of a mystery, and some observers have suggested the likelihood that they had been on detached service with the Holy Ordos elsewhere, and were diverted to the Maelstrom Zone. Others have speculated some long standing grudge with the Astral Claws known only to themselves which Inquisitor Frain preyed on to bring them into the Loyalist fold, but the taciturn Chapter would not be drawn on the matter, even by their fellow Space Marines. Regardless of the true cause of their involvement, they brought with them the full and substantial strength of their Chapter, and were willing to commit it entirely to the cause. Unbloodied by the decade-long war, which had already seen several Space Marine Chapters reduced to mere shadows of their former strength, the Star Phantoms' power greatly added to the strength of the final attack against Badab, and they were assigned the key task of performing the final assault on the Palace of Thorns, Lugft Huron's capitol on Badab Primaris. Spearheaded by the venerable battle barge *Memento Mori* along with a second battle barge, the *Pale Wrath*, the Chapter undertook their role in the battle with a powerful force of seven strike cruisers and twenty-five escorts and assault vessels of various classes. The order of battle for the invasion force included seven of the Chapters' Companies (the rest deployed to secondary targets in the system), reinforced with the full weight of their armoury including seventeen Dreadnoughts and over two hundred drop pods of various types. The Star Phantoms attacked without falter or relent, and neither gave nor expected quarter from their foe. They were victorious, in their task shattering the last ring of defences that protected the arch-traitor Huron. It was an assault group led by the Star Phantoms' Captain Zhrukal Androcles that cornered Huron, and it was Androcles himself whose melta-blast felled the fleeing Tyrant of Badab, although the Star Phantom was also slain in the combat. Although suffering terrible losses in this apocalyptic final engagement, the Star Phantoms' success was honoured by the granting of overlordship of the now ruined worlds of the Badab Sector by the Imperial Legates, and the Chapter chose the ice moon of Jahga in the Archaea system upon which to found their new fortress monastery.



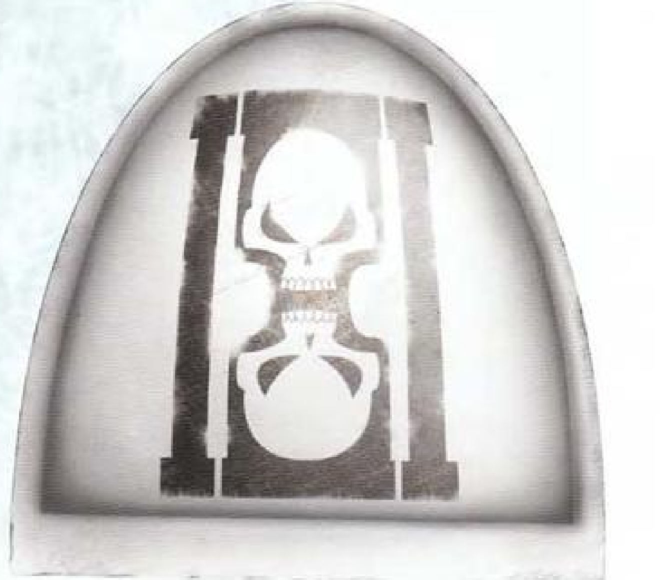
The 'Spectre of Death'
Star Phantoms Chapter Caestus Assault Ram
Destroyed in Action at the *Battle for the Palace of Thorns*
The Fall of Badab

DEVASTATOR SQUAD VARNAE

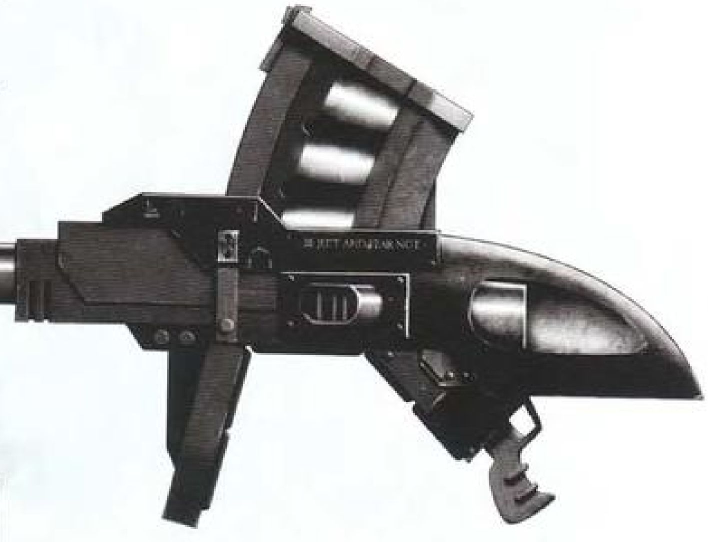
STAR PHANTOMS 4TH SQUAD, 9TH RESERVE COMPANY

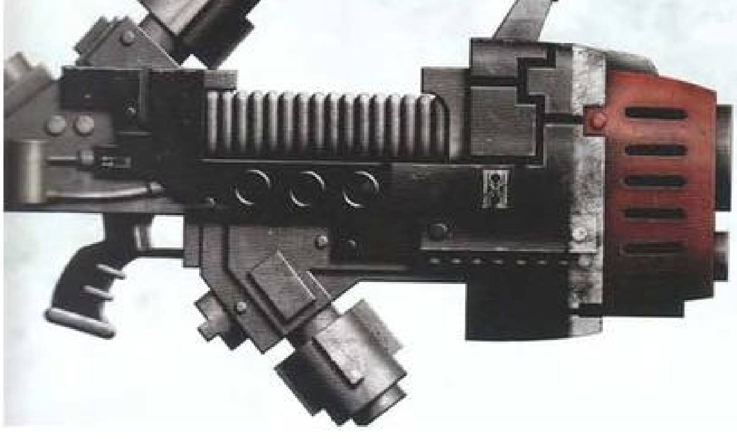


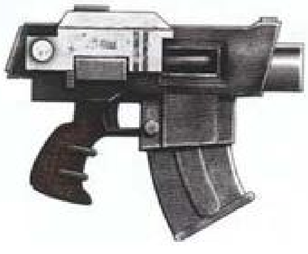
Veteran Sergeant Varnae
Commanding the Support Deployment
to Task Force Thanatos
Varnae's squad held the ruins of the shattered Administratum tithe bastion for three hours under intense counter-assault from Astral Claws and Tyrant's Legion forces during the battle for the outer precincts of the Palace of Thorns until Legio Crucius reinforcements relieved their position. Varnae and the survivors of his forcc were awarded the Iron Skull by the Magister Militum for this action

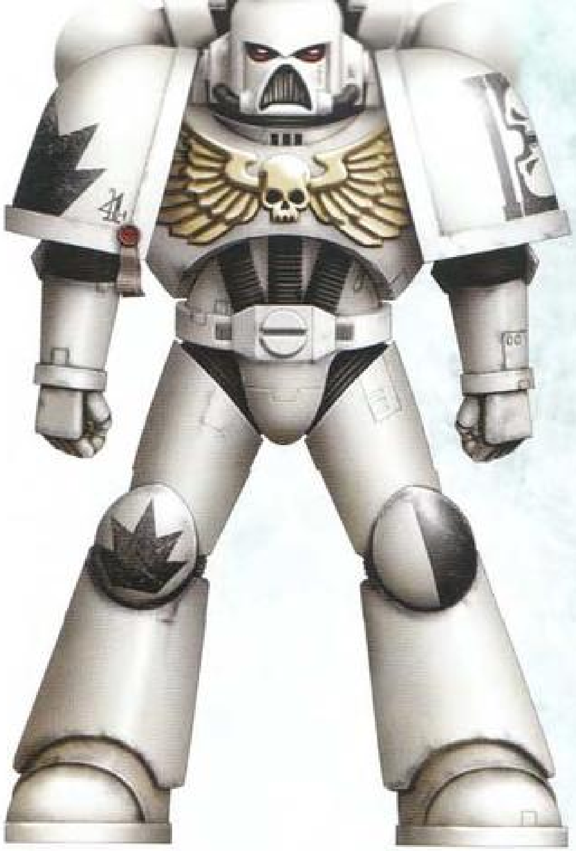


Star Phantoms Chapter Icon
Common Armorial Use.

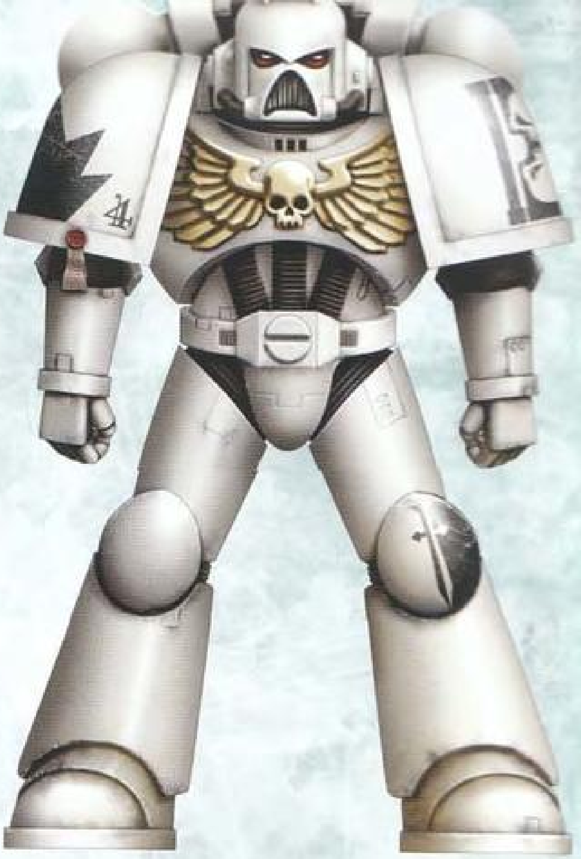




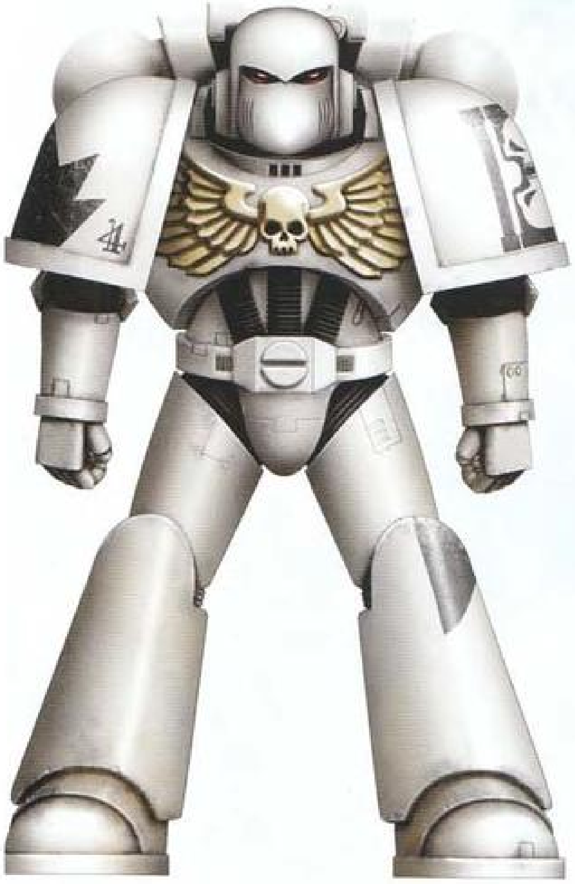




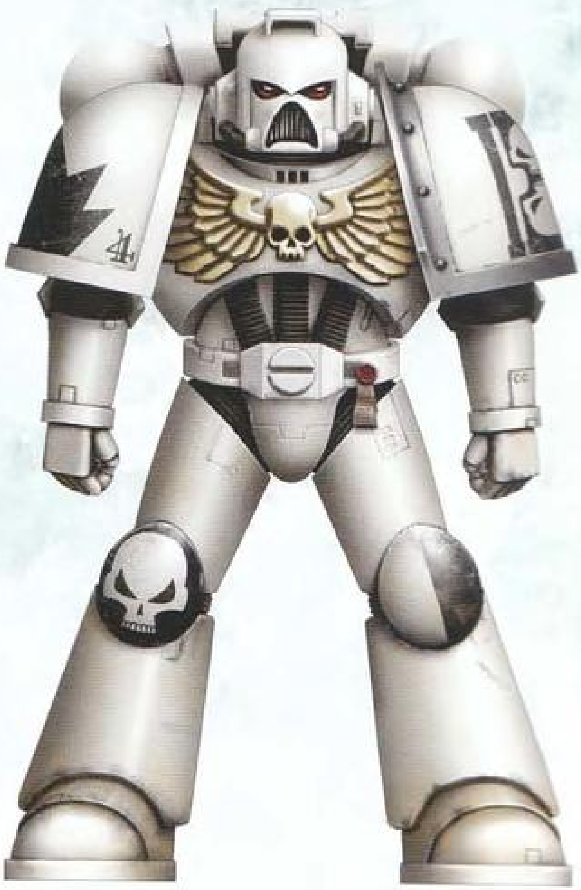
Brother Dhrytin
2 Confirmed Armour Kills,
Taken to the Emperor's Grace.



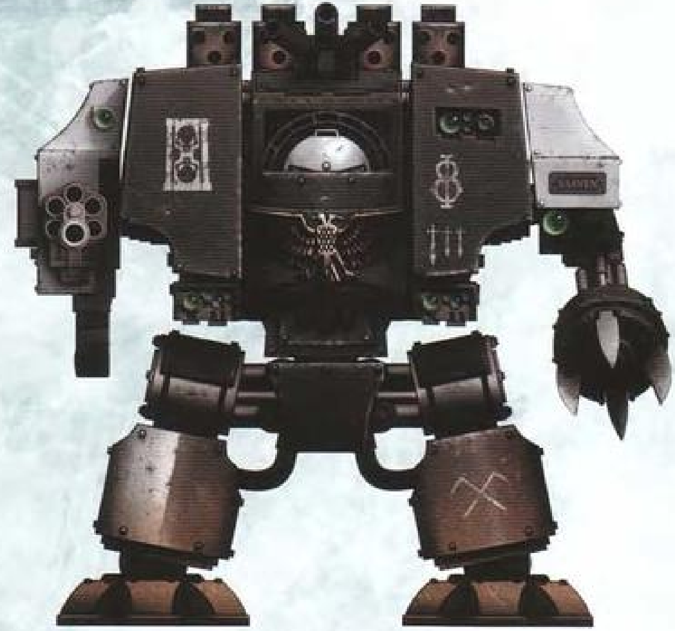
Brother Ghede
Meritorious Sacrifice,
Stigmartum



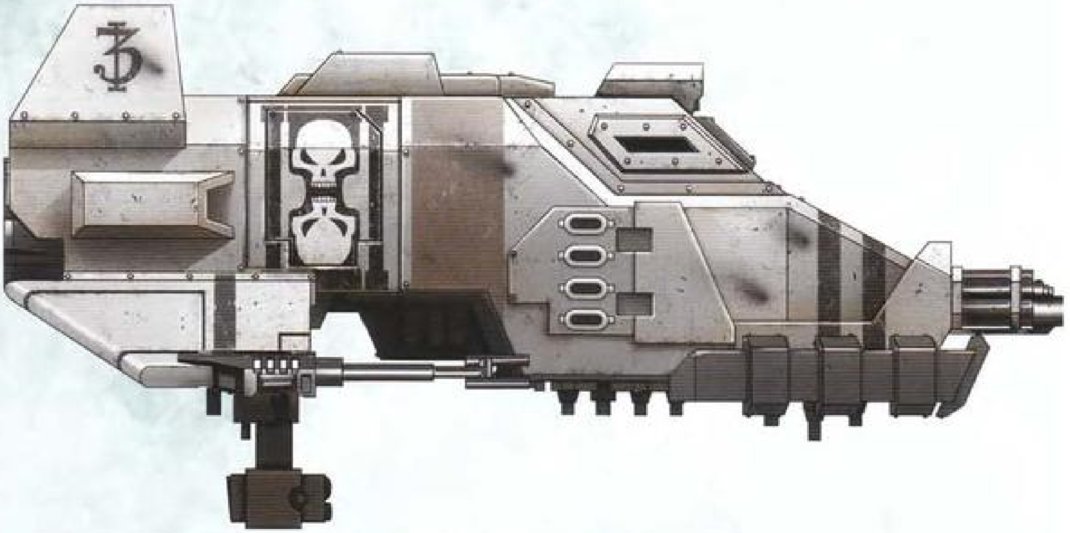
Brother Pretanus
7 Confirmed Armour kills,
Awarded the *Pennant Specularis* for Marksmenship



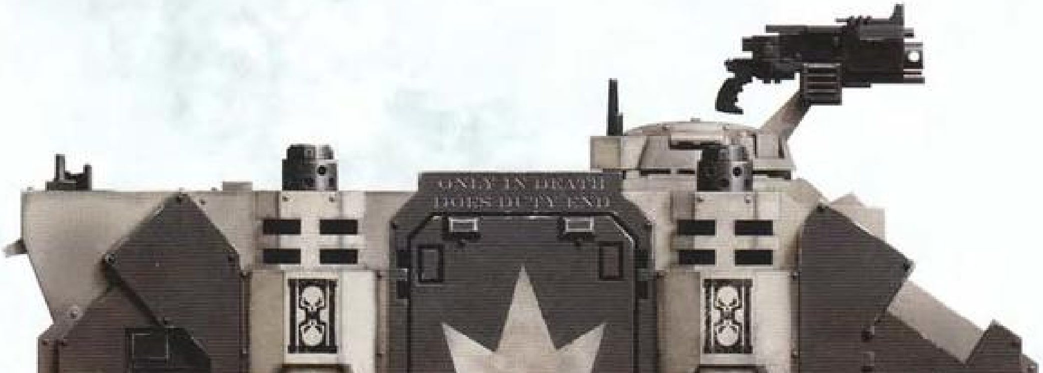
Brother Laskan
Stigmartum Maxima,
Undergoing Cybernetic Reconstruction



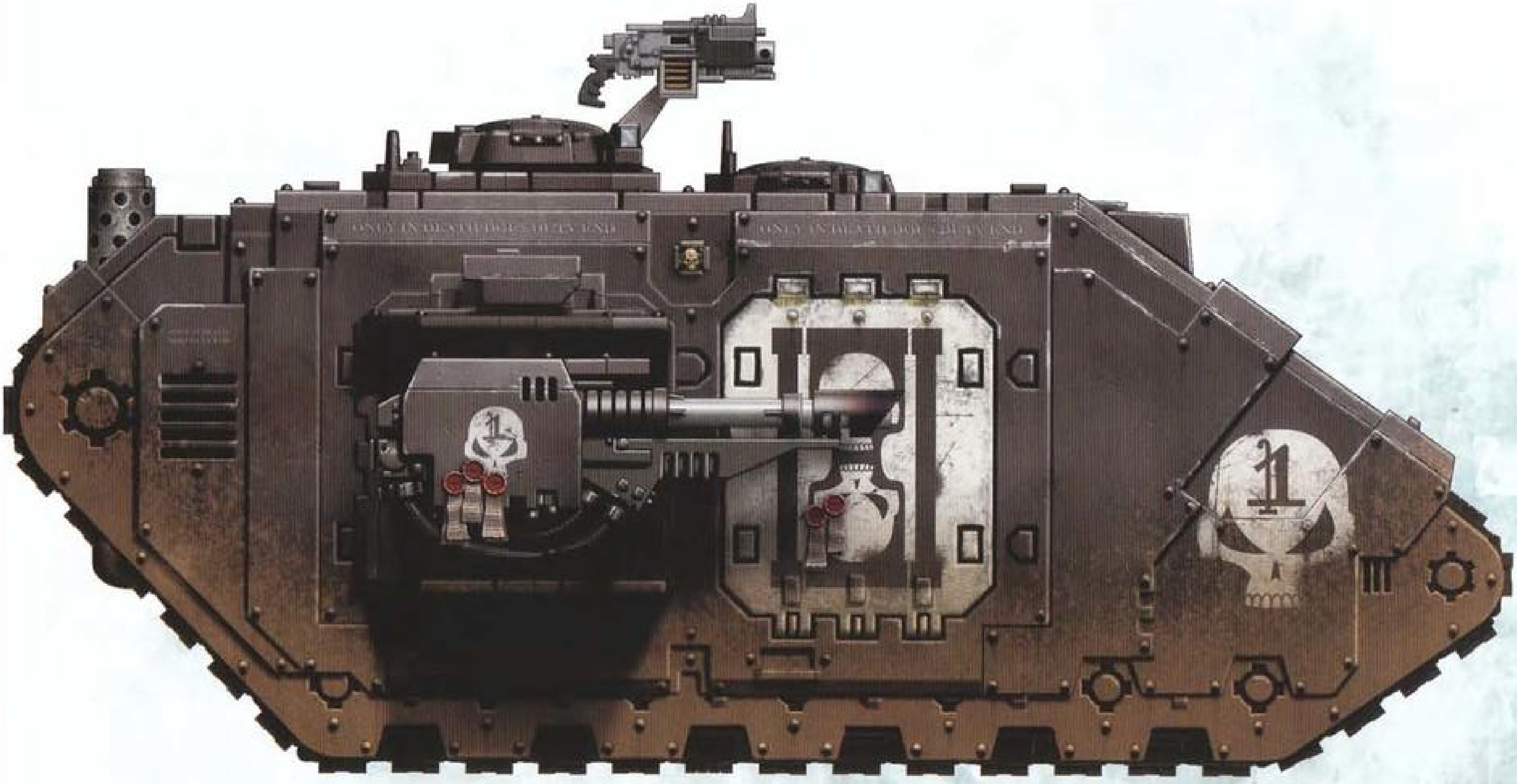
Star Phantoms Dreadnought Aradus
MKIV Pattern, Tactical Configuration



Spectral Nine, Star Phantoms Chapter
Land Speeder Tempest

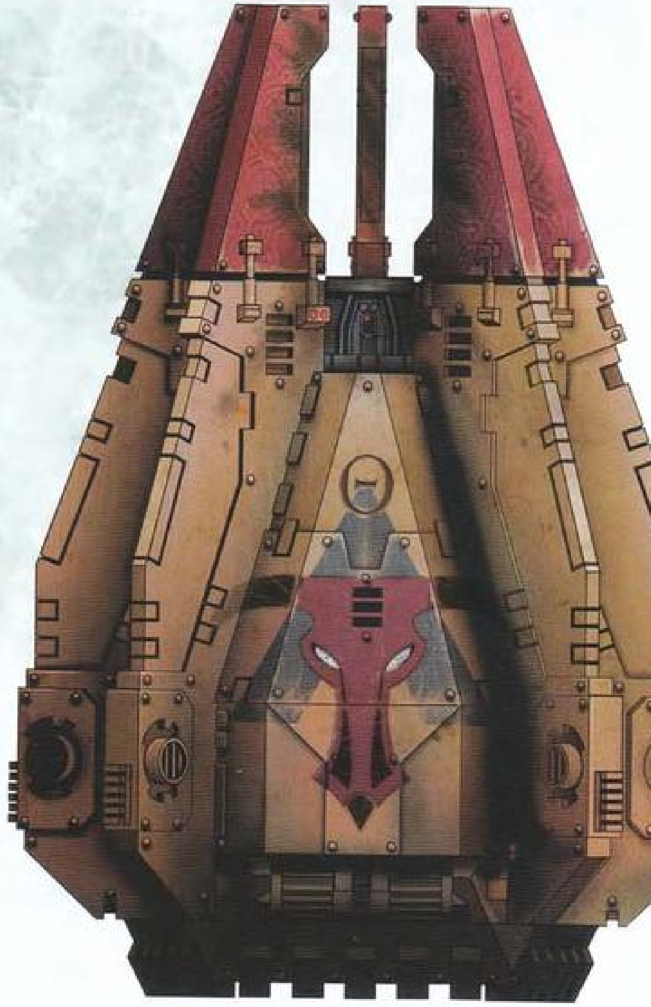

ONLY IN DEATH
DOES DUTY END
5

Star Phantoms Chapter Rhino Attached to the Devastator
Support Squad, 5th Battle Company

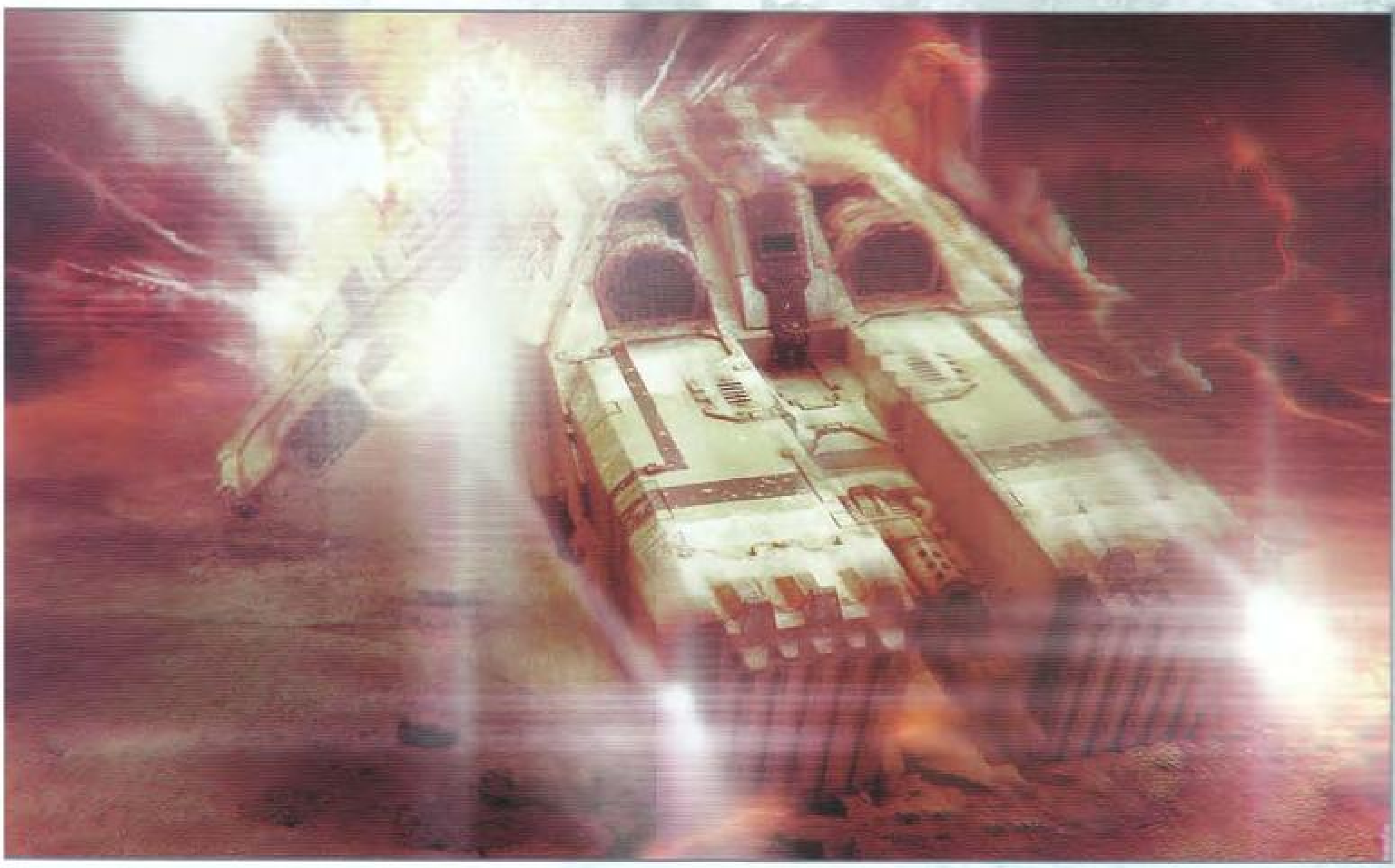

ONLY IN DEATH DOES DUTY END
ONLY IN DEATH DOES DUTY END

The 'Death of the Faithless'
Star Phantoms Land Raider
Attached to the 1st Company Veterans
The Battle of the Palace of Thorns

ENGINES OF DESTRUCTION


Assault Drop Pod, Minotaurs Chapter Reserve,
Forge Pattern Lucius/Daedelos Krata
Utilised in the Invasion of Vyaniah

THE CAESTUS ASSAULT RAM



Assault rams are attack craft ntended to participate in close range boarding actions in space. There are many patterns of assault ram in use across the Imperium, but among the Space Marine Chapters, the Caestus s the most commonplace. Smaller n size and displacement than either the Thunderhawk gunship or the Shark class boarding torpedo, the pattern's chief advantage is its speed and phenomenal durability which make it a highly survivable assault craft even in the most fire-swept anding zones. Compact and heavily armoured, the Caestus is intended not only to survive direct collision with an enemy — it is designed for it.

Originally used purely for ship-to-ship operations, the revelations brought on by the discoveries of Arkhan Land enabled the augmentation of the design with anti-gravitic plating, allowing it to be used in high-velocity orbital operations, as well as operate as a heavy battle skimmer n support of ground operations. As an assault ram the Caestus is designed and outfitted to live up to its designation with a highly protected forward superstructure buttressed by inertial and recoil compensation systems. These includes a near-unique 'misericordia' system designed to interlock with Space Marine Terminator or Power Armour, protecting a full squad complement aboard from any impact short of that which would destroy the craft itself. The Caestus' principle armament is a forward firing magna-melta which it uses to weaken the hull armour of a space craft or fortification wall before crashing into its target. Its armoured prow, creating a breach into which its complement of Space Marines can immediately deploy and advance. The magna-melta also provides it with a devastating close-range weapon against enemy tanks and bunkers in ground attack operations.

Although most Chapters prefer to focus on the use of more utilitarian Thunderhawks for general planetary interface operations and drop pods for orbital strike, many also maintain a number of assault rams such as the Caestus for use in the most dangerous of drop zones and ship-to-ship boarding actions. The Caestus is also able to use the same bay facilities as the Thunderhawk and its variants, aiding to its ease of deployment. Caestus Assault Rams are particularly common in the armouries of purely fleet-based Chapters who spend much of their efforts in combating enemy star vessels, boarding space hulks or attacking stations and asteroid bases. When attacking these targets the ram's durability and heavy strike capacity is invaluable and more than outweighs any deficiencies in range or tactical flexibility.

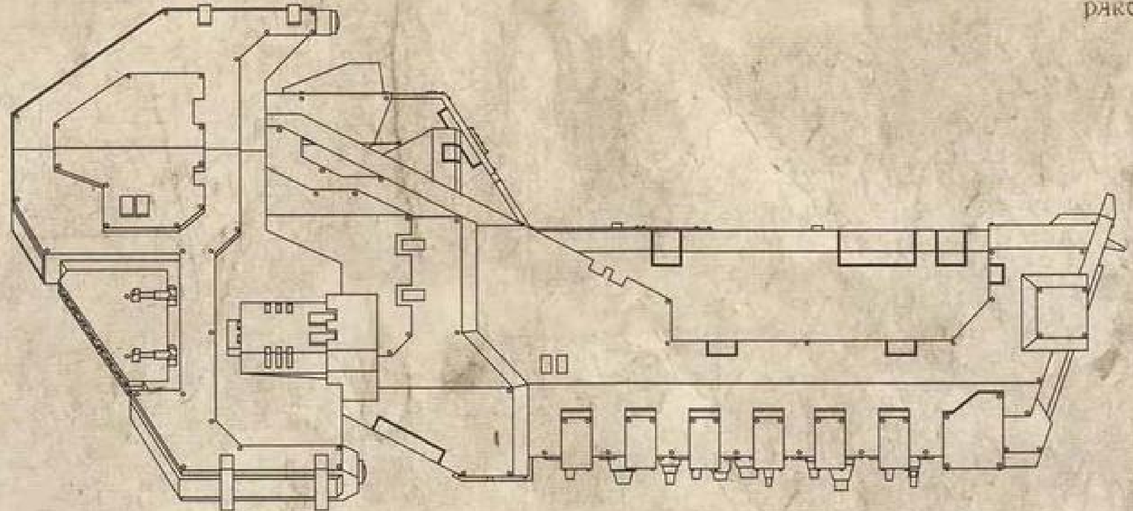
Over the millennia the Caestus itself has rightly earned a murderous reputation, and more than one palace revolt on an Imperial world has abruptly ended with the roaring crash of assault rams smashing their way into a hive's tallest spires to deal death to those within.

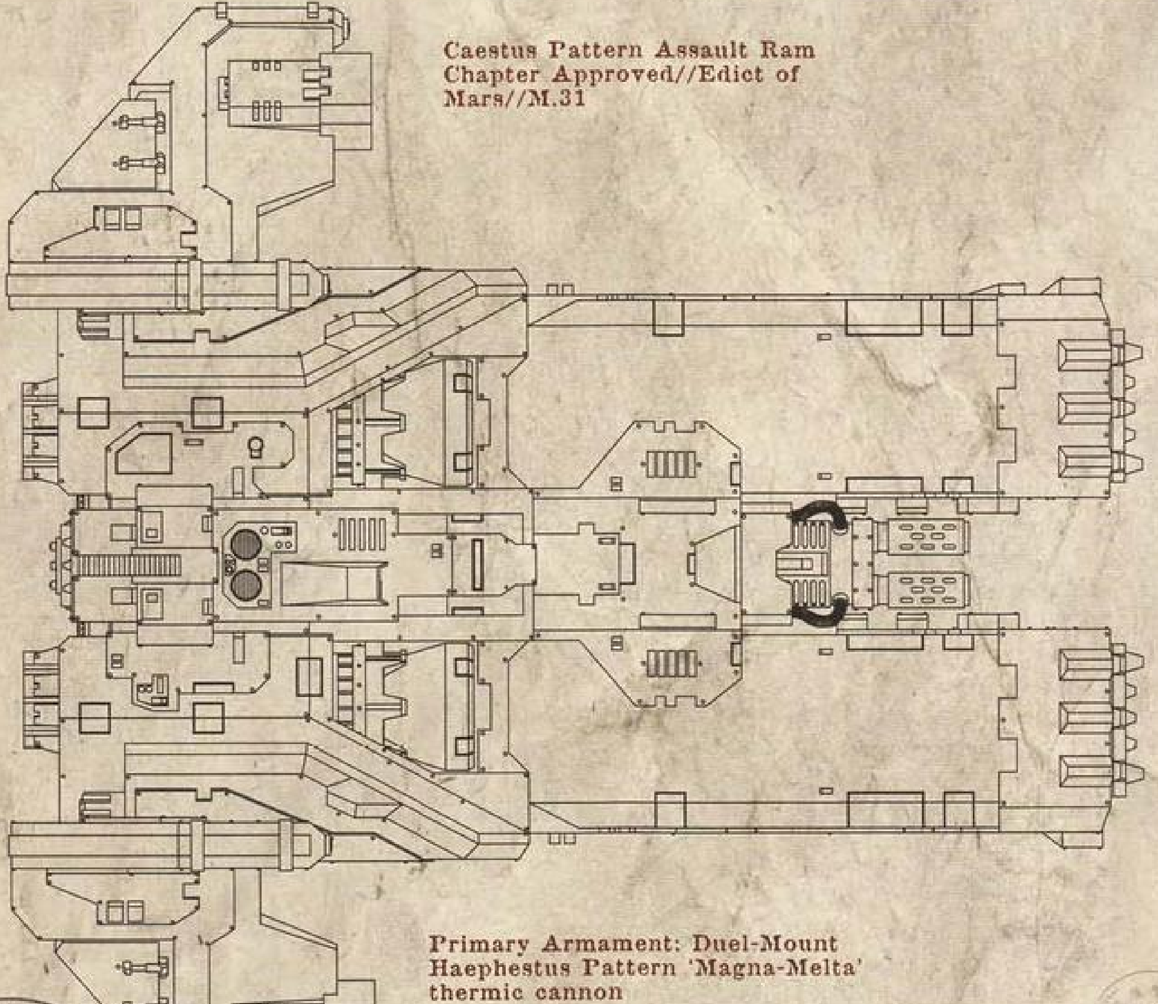
ADEPTUS
MECHANICUS

TECHNICAL SPECIFICATIONS:

DVLA-16Z:8CS
7A3:04A
35Z:9B4

PART 48.





Caestus Pattern Assault Ram
Chapter Approved//Edict of
Mars//M.31

Primary Armament: Duel-Mount
Haephestus Pattern 'Magna-Melta'
thermic cannon

Pax Imperialis

SIGNATURE:

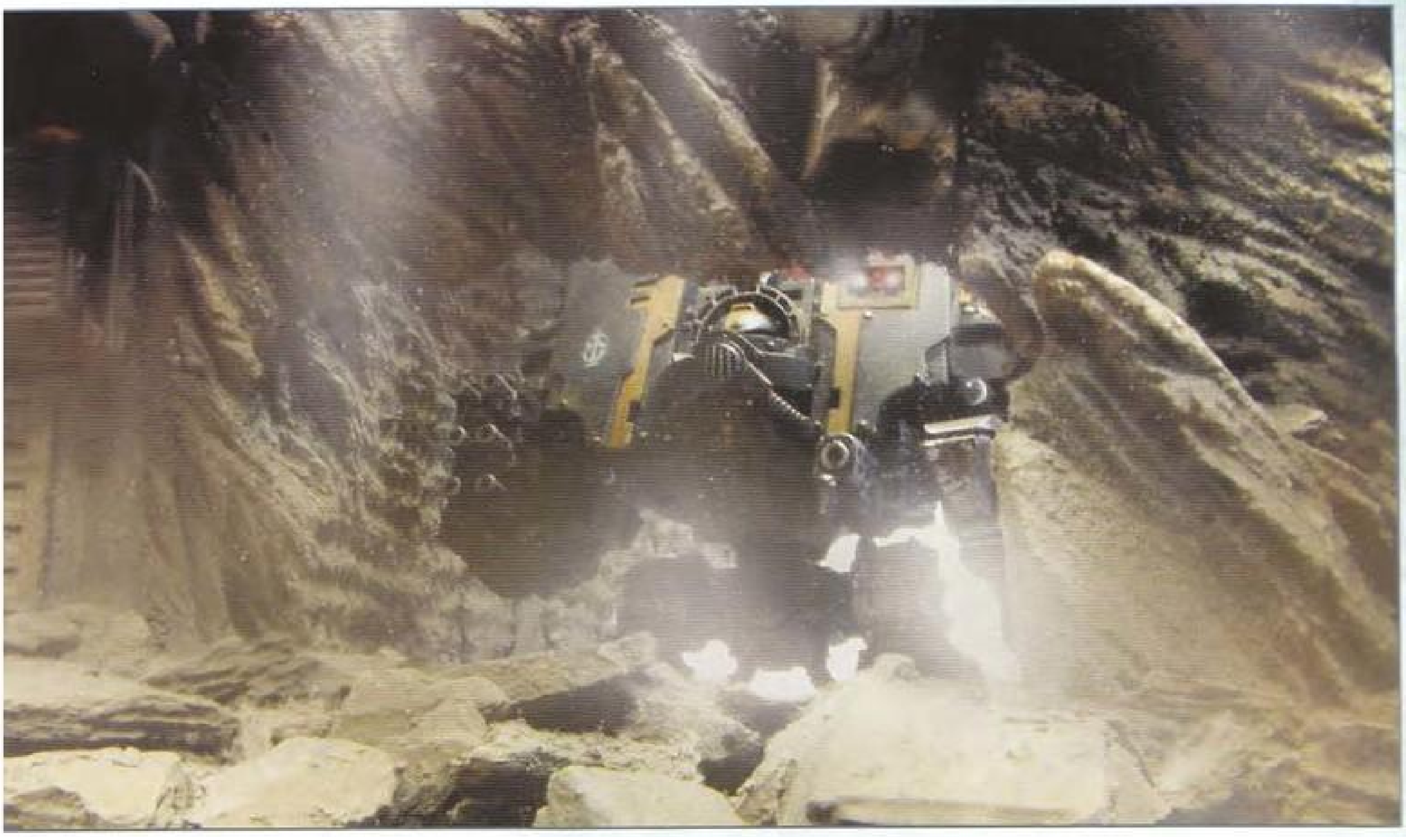
MAGOS FABRICATOR

DREADNOUGHTS

he Dreadnoughts of the Adeptus startes are among the most arcane nd potent war machines available ı the Space Marines. They are also ncient in design and purpose, their ue origins remaining a mystery lost ı the birth of the Imperium, while ertain individual Dreadnoughts are ome of the oldest war machines till in active service in the 41st nillennium, their armoured frames ating back to the battles of the Great ;rusade. As well as being potent /eapons of war, Dreadnoughts are mongst a Chapter's most treasured nd revered relics, known as 'Old)nes' or the 'Venerable Fathers'. ıybrids of flesh and metal, they are direct link to the Chapter's past nd heritage, and their deathless ninds, often kept in dormant lumber between campaigns, hold ragments and secrets of wars long ɔst to living memory. The booming ynthesised voices that issue from heir armoured forms are weighted vith wisdom bought by blood.

)readnoughts are hulking, robotic valkers at the centre of which is mounted a sophisticated, sealed life-support sarcophagus containing the preserved body and awakened mind of a Space Marine hero. Rescued from the brink of death and interred within the centre of a web of surgically implanted nerve fibre bundles and suspended in amniotic fluids, the fallen warrior will never leave the sarcophagus again while they yet live. Inside this body of heavily armoured adamantine and ceramite, powered by their own advanced thermic reactor cores, the mind of the Space Marine within has lost none of its skill and experience and now commands a true engine of destruction as if it were their own flesh and blood, Traditionally each Dreadnought bears upon its armoured superstructure various scrolls, insignia and reliquaries pertaining to its current occupant's glorious history, and should it fall in battle and the living being within be slain, the robust chassis will more than likely be recovered, and the Dreadnought will take on a new name when a new warrior is interred as pilot.

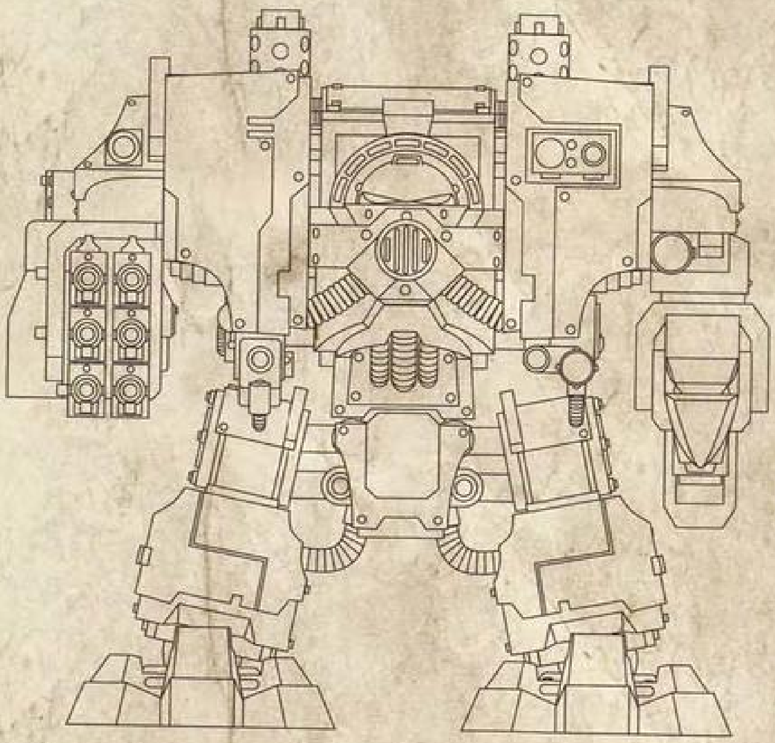
One of the other chief advantages of Dreadnoughts is the versatility of their weaponry, which can range from the infantry killing power of twin heavy bolters, to arcane flesh-disintegrating plasma cannon, to suppressive assault cannon and the tank-busting power of lascannon and multi-meltas. The Dreadnought's on-board recoil compensators, ammunition storage and coolant systems both serve to make these weapons highly mobile and stable, as well as allow them to keep up a higher rate of fire over sustained operations than those carried by Devastator squads without sacrificing mobility. The majority are also equipped with a powerful manipulative limb which doubles as an armour-shredding close combat weapon. Equipped with disruption field generators and massively strong magna-coil assisted servos, the weapon can grip, rotate and rip through the strongest materials, demolish reinforced structures and punch through the hardest tank armour. Dreadnought close combat weapons along with the



ADEPTUS
MECHANICUS

TECHNICAL SPECIFICATIONS:

DVCA-16Z:8CS
7A3:048
35Z:9B4
DATE......



PRODUCT OF
DEPARTMENTO
MANUFACTORUM

DOMINUS
EX MACHINA

IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED
THIS RECORD BY
NON AUTHORISED
PERSONNEL

VEHICLE DESIGNATION: Dreadnought
VEHICLE NAME: 'Ironclad'
FORGE WORLD OF ORIGIN: Mars/Unknown
KNOWN PATTERNS: II-XXV
CREW: Single Implanted Operator
POWERPLANT: Thermic Reactor
WEIGHT: 13 tonnes
LENGTH: 2.2 m
WIDTH: 3.6m m
HEIGHT: 3.8 m
GROUND CLEARANCE: 0.45m
MAX SPEED ON ROAD: 10 kph
MAX SPEED OFF ROAD: 8 kph

MAIN ARMAMENT: Disruption-Field Assisted Servo Claws
SECONDARY ARMAMENT: Variable payload
TRAVERSE & ELEVATION: ---------
MAIN AMMUNITION: Various
SECONDARY AMMUNITION: ---------
ARMOUR: ---------
TURRET: ---------
SUPERSTRUCTURE: 85mm
HULL: 75mm
GUN MANTLET: ---------
ADDENDUM: The Ironclad Pattern is designed for close assault and increased endurance as well as deploying specialised weapons systems (ref: Seismic Hammer, Hurricane Bolter, etc)

DATE:

MAGOS FABRICATOR

war machine's mobility and bulk, as well as the centuries of combat, their occupant can draw upon, make them both terrifying and all but unstoppable in combat.

Dreadnoughts remain rare and highly sought after. Very few Chapters have the ability to create fresh machines from scratch, and even those that do can often manage no more than a handful at a time, so demanding are the resources and techniques required to construct the sarcophagus system that lies at their hearts, itself requiring lore not fully understood since the high Dark Age of Technology. Such mysteries are closely guarded, and even the arcane knowledge used simply to keep those Dreadnoughts that do still exist functioning is prized above all else by Adeptus Astartes Techmarines. It is only the Dreadnought's great inherent durability that keeps them active in useful numbers within the Space Marine Chapters of the Imperium, and should one fall, unless destroyed utterly it can be made to rise again with a new soul commanding its might. If anything this phenomenal resistance to damage seems to ncrease with the centuries, and the feats of survival that grow like storied egends around the most venerable Chapter Dreadnoughts are many, and have led some Techmarines and Magos to theorise that over a long timescale, the integration between the war machine and the occupant within grows so close and seamless that metal responds as hardened flesh to the will that masters it in blessed union. The whole becoming greater than the sum of its parts.

Over the course of more than ten thousand years there have been many different marks and patterns of Dreadnoughts to serve the Space Marines, and no definitive list or study is known to encompass them all, let alone detail in full their origins or the cause that brought them into being. As a result there is much conjecture and contradictory dogma about which are originals, and where or when particular patterns came nto being, although it is generally accepted that the so-called MKV is perhaps the most common still in service in the 41st Millennium, while the MKIV, still prevalent in many Space Marine Chapters, is believed to have been brought into widespread service just before the Horus Heresy, accounting for the large numbers which can be still found, albeit heavily often corrupted, in the hands of the Traitor Legions and their scions. Other variants find favour with particular Chapters or Space Marine lineages, such as the 'Furioso' pattern used exclusively by the Blood Angels and their Successor Chapters; a heavy close combat variant, that exploits their predilection for hand-to-hand slaughter. Likewise, the 'Mortis' pattern is frequently deployed by the secretive 'Unforgiven' Chapters, kin of the Dark Angels; this pattern's origins, or why only this group of Chapters possess it is another mystery, while the arcane Grey Knights; Daemon hunters without peer, are known to operate their own unique and arcane patterns as well. Perhaps the most widespread variant Dreadnoughts are those fielded in the 'Ironclad' configuration; heavily augmented and outfitted for siege assault and heavy space ship boarding actions. They sacrifice versatility and firepower for even greater armoured defence and dedicated siege gear such as the potent seismic hammer designed to pulverise the toughest bastion or armoured bulkhead to twisted wreckage.

Many Space Marine Dreadnoughts remain hidden away in the depths of Chapter fortress-monasteries or stand lonely vigils in half-forgotten warzones. It is impossible to know what other variants and patterns might still exist undiscovered, and spread across the galaxy what ancient war machines may still slumber, silent and all but forgotten, one day to reawaken again to battle.

The Chosen

Internment inside a Dreadnought is a great honour and one of the highest a Space Marine can ever receive from his Chapter. It is a gift only ever bestowed on those that have fallen in combat but have not yet passed beyond. The wound they have taken must be mortal, but the warrior must still be alive when interred. A Space Marine who is already dead cannot be resurrected by internment in a Dreadnought, and the process of surgical fusion with the sarcophagus carries with it no sure guarantee of success, and for those who fall at this hurdle there is nothing more to be done than their souls be commended to the God Emperor they served in life. In all but a handful of Chapters the Dreadnought will serve not only as a potent war machine, but a source of great wisdom and experience for the Chapter to call upon. In all but a few Chapters, Dreadnoughts must forever stand outside the Chapter's chain of command except in the direst of circumstances despite any former rank they held. For without this act, no Chapter may be renewed through successive generations of new blood, but risk stagnation and the rule of creatures, that while still revered and loyal, are no longer remotely human.

In interring a fallen hero within a Dreadnought, the Chapter to which he belongs are recognising that he is amongst their greatest warriors, and that his skill and knowledge are too precious for the Chapter to lose to the grave. Very few are ever chosen for such an honour and in most Chapters only the Chapter Master, in consultation with the warrior's company Chaplain and the Chief Apothecary, can give the final agreement for the internment. Only those too grievously wounded to be saved will be chosen and such a decision is never taken lightly. There are other considerations such as mental stability and spiritual strength to be taken into consideration, as the deathly transfiguration into a towering engine of destruction can try the sanity and soul of even the strongest, and such power as they will now wield can perhaps only increase with age.

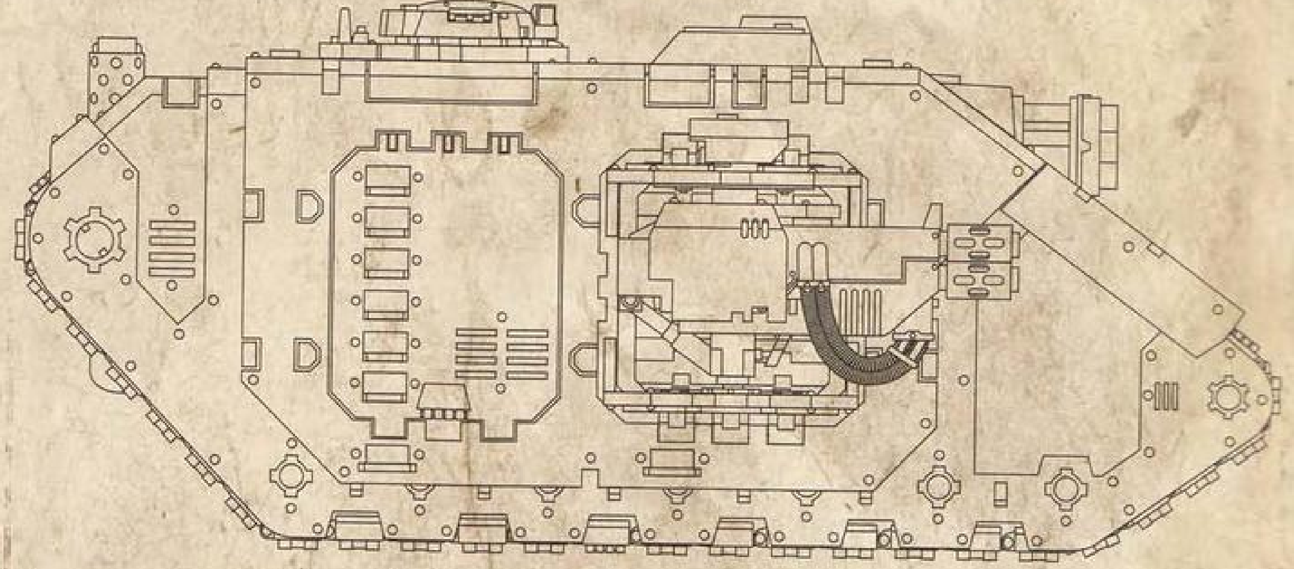
THE LAND RAIDER ACHILLES

Born in the shadows of the closing decades of the Great Crusade, the Land Raider Achilles is one of the rarest and most venerable Land Raider variants still used in the 41st millennium. According to the last volume of the *Liber Armorum,* the Land Raider Achilles owes its origins to the Techmarines of the Imperial Fists Legion working in concert with the Archmagos of Xan-Ebon. They came together to create a nigh-invulnerable siege variant Land Raider in response to a bloody impasse against a pocket xeno-empire far to the galactic south. The name of these creatures has long since been obliterated from history but from what records remain, they must have once been mighty indeed to stand off the power of an entire Crusade arm and warrant such a drastic solution. The Achilles differs from a standard Land Raider in both its armament configuration and in the particulars of its construction. In terms of armament it is fitted out as a heavy siege tank with relatively short range but powerful multi-meltas on its sponson mounts, while the heavily armoured centreline hull mount is configured to carry a four-barrelled rapid-firing cannon, although the ammunition requirements cut down the vehicle's transport capacity. Thought originally to use the Viper pattern quad-launcher, most have since been replaced on machines in service with the more familiar Astartes Thunderfire cannon. But despite this impressive array of weapons, it is the Land Raider Achilles' vaunted durability for which it has entered legend. At every stage of its fabrication and commissioning layer upon layer of ancient electromagnetic incantations and ferromantic computational algorithms are etched into each part of its structure at a microscopic level using the most secret arts of the Cult Mechanicus. The resultant tank is almost impossible to harm through the use of projected energy weapons, and whereas a standard Land Raider is difficult to destroy, the destruction of the Achilles is all but impossible save by infliction of massive kinetic impact. The methods and material used in the creation of the Land Raider Achilles are far beyond the capacities of all but the most supreme Master of the Forge or Enginseer Artificer to work, and as a result the Achilles simply could not be mass-produced then or now. At the time of the Horus Heresy the pattern's use had not extended far beyond spearhead units of the Imperial Fists themselves with quantities delivered in gift to the Dark Angels, Thousand Sons and Salamanders Legions. Such examples of the tank that still fight on the battlefields of the 41st millennium are rare, but are dispersed in small numbers across a great many Imperial Space Marine Chapters. Fittingly only the Imperial Fists and their successors are known to field the pattern in any significant quantity, although it is said that the Ordo Reductor of the Adeptus Mechanicus also have access to the design. Above all else it is the individual war machine's longevity that keeps the Land Raider Achilles a prize highly sought after, and rumours of a wrecked or dormant example unearthed on a forgotten battlefield is enough to divert anearby Space Marine strike force to endeavour to reclaim it. The final caveat here however is that the machine-spirit of a Land Raider Achilles is known to be one of the most warlike and frighteningly self-aware of any Astartes vehicle, perhaps as a result of the particulars of their creation, and much propitiation will be needed to recover the tank without bloodshed.

ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVCA-162/8CS
7A3:04A
962-984



PRODUCT OF
DEPARTMENTO
MANUFACTORUM
DOMINUS
EX MACHINA

IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED
THIS RECORD BY
NON AUTHORISED
PERSONNEL

FERRUM POTENTES

VEHICLE DESIGNATION: Land Raider Achilles
VEHICLE NAME:
Mars/Gryhonne IV
FORGE WORLD OF ORIGIN:
KNOWN PATTERNS: II/IV
CREW: Driver, Commander, Ordnancer
Adaptable Thermic Combustion/
POWERPLANT: Magon-Infusion Reactor
WEIGHT: 76 tonnes
LENGTH: 10.4 m
WIDTH: 6.2 m
HEIGHT: 4.11 m
GROUND CLEARANCE 0.50 m
MAX SPEED ON ROAD: 50 kph
MAX SPEED OFF ROAD: 40 kph

Warning! Enhanced Necris-Phobos Pattern Machine Spirit Genius Loci -Propitiate with Extreme Caution

MAIN ARMAMENT: 2x Twin-linked Multi-Meltas
SECONDARY ARMAMENT: 1x Thunderfire Cannon
TRAVERSE & ELEVATION: 180/-32 to +42
MAIN AMMUNITION: 30x 1 Second Blasts-48 Rounds (variable Payload
SECONDARY AMMUNITION
[Composition Clearance
ARMOUR: §-Omega Required]-

TURRET:
N/A
SUPERSTRUCTURE 100 mm
HULL
95-115 mm
GUN MANTLET
N/A
ADDENDUM

Note: The Achilles Pattern Construct has never been mass produced and many idiosyncrasies between individual war machines have been noted.

DATE:
SIGNATURE:

MAGOS FABRICATOR

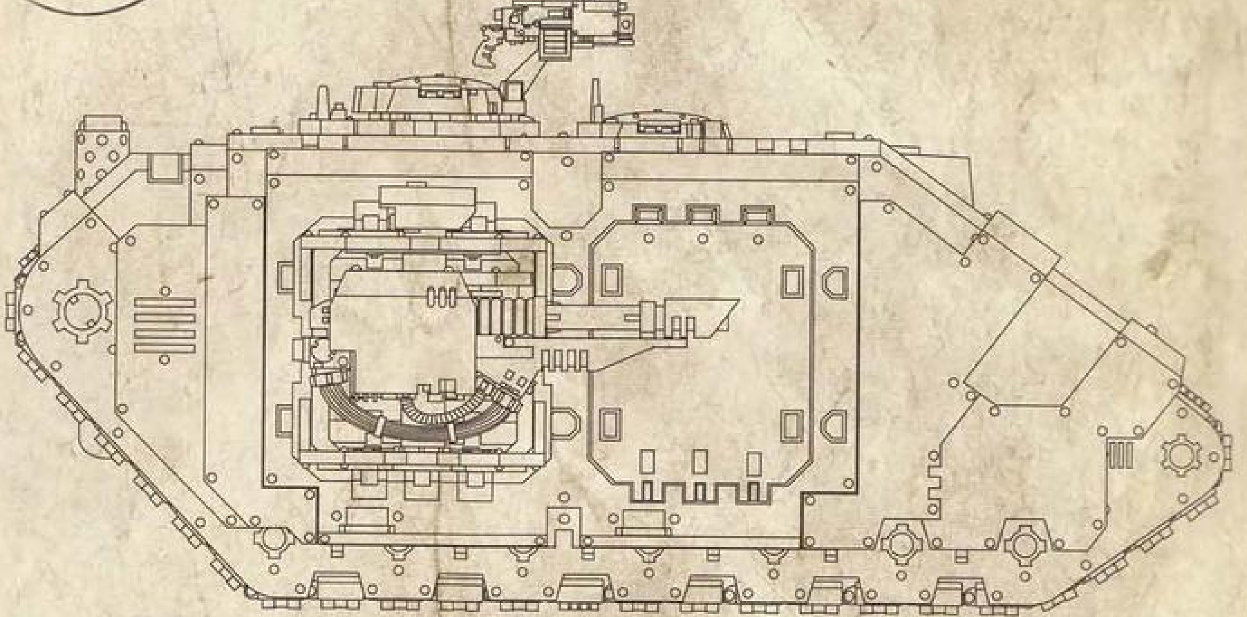
LAND RAIDERS

Regarded by many as simply the finest armoured fighting vehicle of its class in the Imperium's arsenal, if not the galaxy, the Land Raider is a masterwork of design that heralds back to the might of Mankind during the lost Dark Age of Technology. A glory of human creation, the Land Raider is a phenomenally powerful war machine, its multi-layered composite armour and reinforced hull is all but impervious even to heavy weapons, and even the destructive power of a lascannon is not guaranteed to pierce its skin, even at close range, and it has no truly vulnerable areas being a hermetically sealed unit designed to resist enemy attack from any approach. Intended to serve in almost any environment, the Land Raider can operate freely in warzones ranging from acid swamps to rad-deserts to arctic wastes without any noticeable impediment of its performance and can even operate underwater and in hard vacuum, ensuring that there is no open battlefield on which its armoured wrath cannot be unleashed. Impressively the Land Raider is designed to operate both as a frontline assault transport and a main battle tank, and performs both tasks extremely well. It is capable of carrying a full squad of fully equipped Space Marines or a demi-squad of Terminators into the heart of the enemy, and thanks to its central assault ramp it allows these troops to deploy immediately into a breach or fortification without delay or need to perform axial manoeuvre. As a battle tank its armament is equally impressive, the standard Land Raider being outfitted with two sponson-mounted 'Godhammer' class lascannons. These heavy duty units have the power to smash enemy tanks and fortifications, and can sustain repeated rapid firings thanks to both its own extensive capacitor supply and their ability to be powered directly from the Land Raider's on-board reactor. This armament is further supplemented by twin heavy bolters for anti-infantry capacity and a range of optional pintle and cupola mounted secondary weapons. Some of the Land Raider's most remarkable and rare features are to found within its hull, from the compact hybrid atomantic/thermic combustion system that powers it, to the advanced machine-spirit autokenetic systems to the vehicle's suite of auspex and scanner systems linked to a sophisticated holo-sphere display that is in itself a priceless relic of a lost age.

ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS:

DMCA-162/8C5
783048
352984
PART 158/847



PRODUCT OF
DEPARTMENTO
MANUFACTURUM

DOMINUS
EX MACHINA

IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED
THIS RECORD BY
NON AUTHORISED
PERSONNEL

FERRUM POTENTES

VEHICLE DESIGNATION: Land Raider
VEHICLE NAME: N/A
FORGE WORLD OF ORIGIN: Mars/Various
KNOWN PATTERNS: II-XXVII
CREW: Driver, Commander
POWERPLANT: Adaptable Thermic Combustion/ Atomantic Reactor
WEIGHT: 72 tonnes
LENGTH: 10.3 m
WIDTH: 6.1 m
HEIGHT: 4.11 m
GROUND CLEARANCE: 0.45 m
MAX SPEED ON ROAD: 55 kph
MAX SPEED OFF ROAD: 45 kph

MAIN ARMAMENT: 2x Twin-linked Lascannons
SECONDARY ARMAMENT: Twin-Linked Heavy Bolter
TRAVERSE & ELEVATION: 180/-32 to +42
MAIN AMMUNITION: Unlimited [Reactor Fed Capacitor]
SECONDARY AMMUNITION: 2,600 rounds
ARMOUR:
TURRET: N/A
SUPERSTRUCTURE: 95 mm
HULL: 98 mm
GUN MANTLET: N/A
ADDENDUM:

DATE:
SIGNATURE:

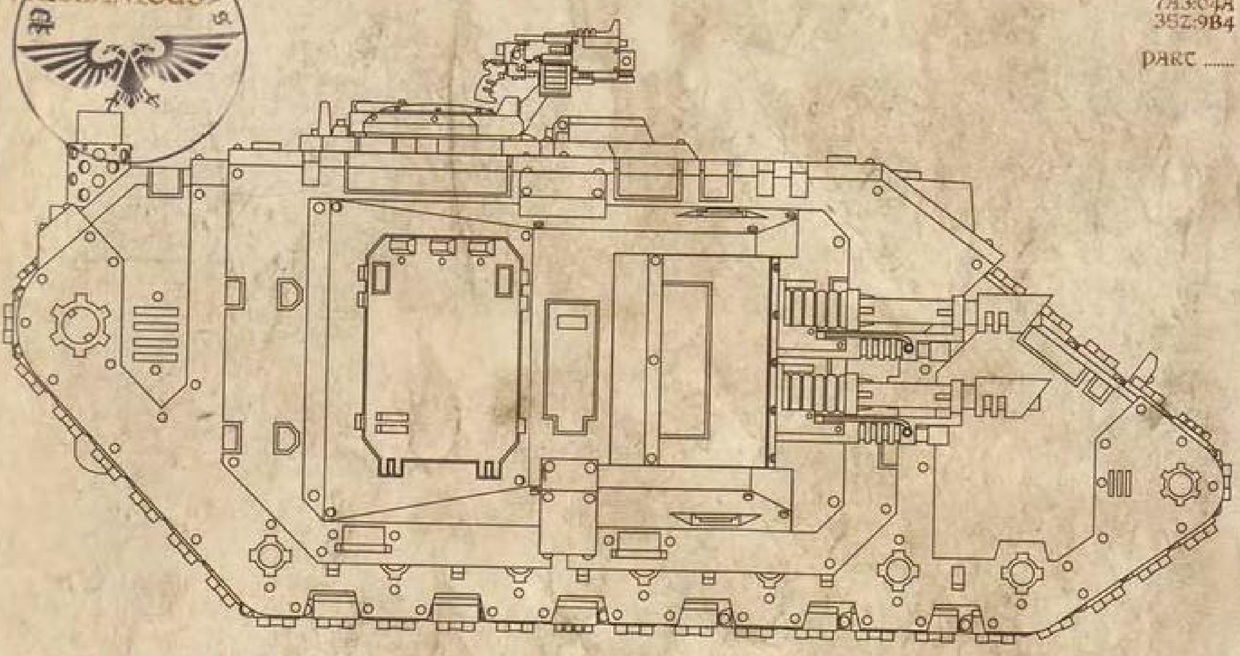
MAGOS FABRICATOR

ADEPTUS MECHANICUS

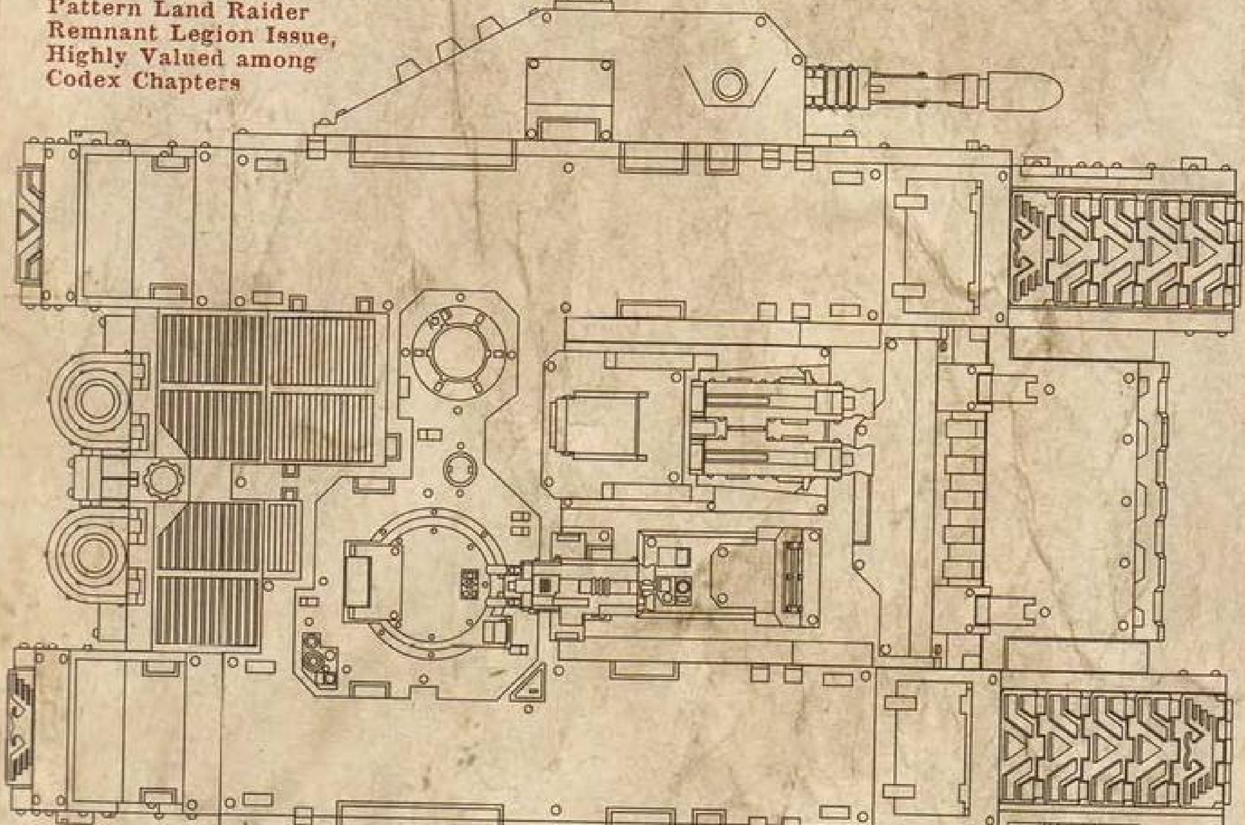
TECHNICAL SPECIFICATIONS:

DVLA-16Z:8CS
7A3:04A
3SZ:9B4

PART ....



MkIIB Subtype Mars Pattern Land Raider Remnant Legion Issue, Highly Valued among Codex Chapters



FERRUM PATENTES

SIGNATURE:

MAGOS FABRICATOR

The Land Raider's STC design pre-dates the Imperium by many thousands of years, but after the Age of Strife its design was lost, until it was rediscovered by legendary Techno-archaeologist Arkhan Land. Legend has it that the Land Raider (originally known as Land's Raider) was rediscovered during Techno-archaeologist Arkhan Land's great expedition into the Libraries Omnis deep within the deadly catacombs of Mars, prior to the Great Crusade. The main aim of Land's expedition into the labyrinth was to find functioning and intact STC (Standard Template Construct) databases. In this he failed, but two other discoveries were made which revolutionised both technical thinking and Imperial warfare for millennia to come. The first was a near complete data-slab image of STC information for a heavily armoured battle tank of an extraordinarily powerful design, the second unearthed information on rare compact anti-gravitic plates, and their theories on their uses, which eventually led to the construction of the first of 'Land's Speeders' Land would later be killed on his return expedition, the victim of a psychic entity which destroyed his entire party, and what secrets of the Dark Ages of Technology he discovered that died with him and remain a mystery. No successive mission has managed to penetrate as far as he did into the cydonian depths, and the Cult Mechanicus has long forbidden any further attempts.

During the Great Crusade vast quantities of Land Raiders were produced both on Mars and Anvilus 9, with the latter forge world turned over almost exclusively to their construction. Several variants and sub-patterns based on Land's findings were produced at these different locales, and with individual Space Marine Legions also manufacturing them in limited quantities the dissemination of the design across the fledgling Imperium was swift. However, with the fall of Anvilus IX to the Traitor forces in the Horus Heresy and the widespread destruction of the centuries that followed, Land Raiders became restricted to the Adeptus Astartes and the Inquisition, their production tightly controlled to prevent its spread into the wrong hands.

Owing to the Land Raider's ancient provenance and the longevity of the individual war machines themselves, there have been many patterns and variants of the basic Land Raider down the millennia, with the most common found in service the 'Phobos' pattern still extensively produced by the forges of Mars. There have also been quite a considerable number of variants in armament attempted, all seeking to exploit the power and durability of the Land Raider design in service of a particular battlefield role. Some such as the Spartan and Tartarus have faded almost into history for one reason or another, while more recent (relatively speaking) designs such as the Crusader and Prometheus have found widespread currency with the Space Marines of the present age. The following is a brief description of several Land Raider variants encountered on the battlefields of the 41st millennium.

The Land Raider Crusader

The Crusader pattern was first developed by the Black Templars Chapter in M39 during the Jerulas Crusade as a line breaker, a weapon optimised to smash into enemy lines and fortifications, disgorging Space Marines into the heart of a fortified position, its weapons unleashing a torrent of fire in support. It is a brutal weapon, well-suited to the favoured shock tactics of certain Space Marine Chapters who deploy it in large numbers, although almost all now feature at least a handful in their armouries The Crusader pattern exchanges, much of the Land Raider's capacity as a main battle tank in favour of a massive anti-infantry capacity in the shape of sponson-mounted hurricane bolters and centreline twin-linked assault cannon. The other main feature of the Crusader is its substantially increased transport capacity which is the largest of any common variant and greatly favoured by the Black Templars for this reason, as well as other Chapters of similar temperament.

The Land Enigma

Disciples of venerated Techno-archaeologist Arkhan Land, discoverer of Land's Raider and Land's Speeder STC, have long formed their own sub-cult within the Adeptus Mechanicus. Known in some sources as the Landites or Landists, many can be found in the ranks of the Techmarines of the Adeptus Astartes. They continue their founder's work and research the many potential STC variants of Land's discoveries. Their work has led to many innovations, such as the Prometheus and Helios Land Raider variants by Land's adherents within the Space Marines. The inner circle of the Landist cult, which contains some very senior Adeptus Mechanicus artisans are rumoured to have evidence of a new vehicle, but are keeping their discovery a secret. The cult's esoteric research has revealed that once, during the Great Crusade, there was an armoured vehicle which was heavier than the Predator, but lighter than the heavy assault transport of the Land Raider. Others within the Adeptus Mechanicus hierarchy dispute this, and in M39 several members of the Landist cult were arrested for techno-heresy and condemned to arco-flagellation for their crimes. Ever since the Landists have been highly secretive about their work, but their numbers have remained undiminished. They believe that within the very blueprints of the Land Raider exist system compatibilities and redundancies, down to a microscopic level, that could help reconstruct the missing tank. Many Explorator disciples of Land have become obsessed with this work, directing their fleets to follow even the slightest hint of such a work, but it seems ultimate success has continually eluded them, and the mythical missing tank remains an enigma to this day.

The Land Raider Helios

Created by the Techmarines and artificers of the Red Scorpions Chapter during the legendary Siege of Helios in late M38, the Land Raider Helios is a heavy support variant pattern that sacrifices troop capacity for the long range firepower of the Whirlwind missile launcher. This modification turns the Land Raider into a hugely durable bombardment platform able to survive in high intensity assault conditions where more lightly armoured vehicles would soon be destroyed. The Red Scorpions are a notoriously independent-minded Chapter and one reason they opted for the radical step of creating a new variant of the sacred Land Raider chassis was a reluctance to depend entirely on allied Imperial Guard assets in battle, a factor perhaps that holds true for the other Space Marine Chapters that have since adopted the Helios in their own armouries as well.

Land Raider Redeemer

A further development of the Land Raider Crusader, the Redeemer, created first by the artificers of the Fire Lords Chapter, has been optimised for city-fighting operations and jungle warfare by the retrofitting of giant flamestorm cannons on the side-sponsons, allowing the Land Raider Redeemer to incinerate anything in its immediate vicinity. These weapons also allow the tank to swiftly sweep clear bunkers and ruins with cleansing fire and thanks to this armament the Land Raider Redeemer has proved a valuable asset in the wars against the Tyranid assault on the galaxy, able to render entire swarms to cinders in seconds as they blindly crash like waves against the tank's hull.

Land Raider Prometheus

The Prometheus is a relatively rare variant pattern Land Raider of uncertain origin designed as a command and control vehicle. The Prometheus features highly sophisticated battle auspex scanners, interpretive logic-engines and a powerful transceiver array which boosts the power and abilities of the on-board holo-sphere and squad-monitoring systems which are a feature of all Land Raiders. This allows the tank to act as a highly effective battlefield communications hub for a Space Marine task force, as well as enabling the interception and monitoring of enemy movements and comms traffic. Such is the sophistication of the Prometheus' systems that few Space Marine Chapters can maintain more than a handful of these war machines, and fewer yet can produce their own. Because of their rarity and undoubted effectiveness, these vehicles are viewed with great pride and held in high honour by the Techmarines that tend them as a symbol of their Chapter's power.

LAND SPEEDERS

A mainstay of most Space Marine Chapters, Land Speeders are high-speed reconnaissance and rapid attack craft that utilise anti-gravity technology to achieve extraordinary battlefield mobility and speed. Ground skimmers rather than true aircraft, they are perfectly suited to ranging patrols and scouting missions, as well as sudden flanking strikes and harrying a scattered or unwieldy enemy force. As lightly armoured two-man craft, they require the kind of skill and reflexes to operate at peak performance that only a Space Marine can bring to bear, and rely more on their extreme manoeuvrability and speed for survival than durability.

The vast majority of Land Speeders in service are of the basic design intended primarily for long-range, rapid reconnaissance. They carry a single compact support weapon such as a heavy bolter or multi-melta, both for defence and to attack targets of opportunity when encountered.

There are however many variants and patterns of Land Speeder in service whose use and role varies considerably between Space Marine Chapters. The most common of these are the Land Speeder Tornado and the Land Speeder Typhoon. Both of these are modified into primary attack craft, increasing the basic Land Speeder's firepower considerably (although reducing somewhat its range owing to the increased weight). In the case of the Tornado, this is a literal doubling of the vehicle's armament, as it sports a second support weapon on a remotely operated undercarriage mount. This sturdier emplacement also allows the Tornado to carry an assault cannon or heavy flamer if desired, greatly increasing the Land Speeder's firepower and widening its combat role. While in the case of the Typhoon, the refit is more extensive with twin-purpose designed missile launching systems fitted to the rear fuselage on outriggers which allow the Land Speeder to engage both infantry and light-to-medium armoured targets at range in swift, strafing attacks. Both of these variants lend a Chapter a strong, flexible core of rapidly deployable firepower and make for highly able tank-hunters and close air support units. As a result, mixed formations of Land Speeders are often called upon to operate as a strike force's rapid reaction force, held in reserve to quickly intercept enemy counter-attacks. Striking fast and hard they are particularly apt at fighting delaying actions, harassing enemy columns whilst the rest of a Space Marine force moves into position or redeploys. They can then use their speed to retreat successfully if needed from the very teeth of a foe.

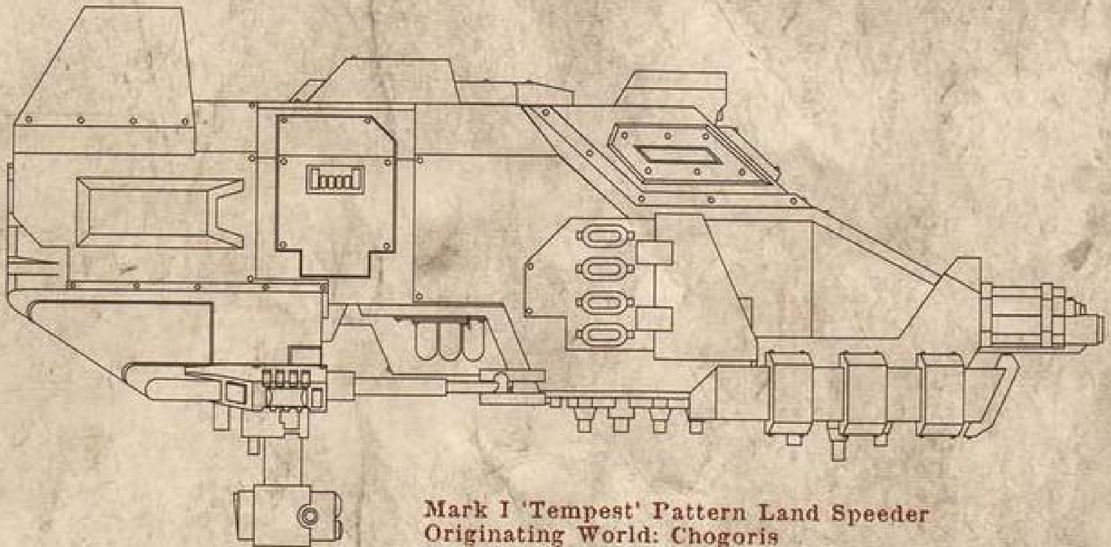
Most Space Marine Chapters permanently assign several Land Speeders to each of their Companies, to serve as a dedicated reconnaissance wing, but the majority of a Chapter's Land Speeder force is contained within the four

ADEPTUS
MECHANICUS

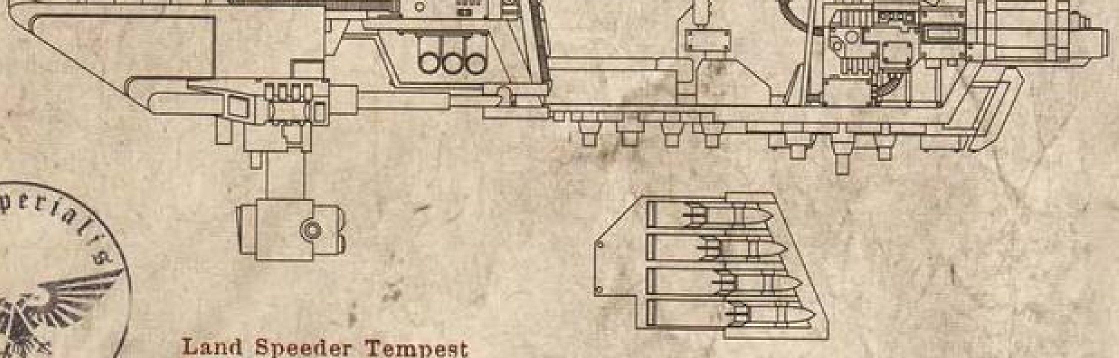
TECHNICAL SPECIFICATIONS:

DVLA-16Z:8TS
7A3:04A
35Z:9B4

PART ......



Mark I 'Tempest' Pattern Land Speeder
Originating World: Chogoris



Land Speeder Tempest
'Cut Away' Interior View
[Inset: Warhead Stowage
Compartment]

SIGNATURE:

MAGOS FABRICATOR

FERRUM POTENTES

The Fruits of Land

It is likely that there would be no widespread light anti-grav vehicles remaining at all in Space Marine service if it were not for Techno-Archaeologist Arkhan Land's famous expedition into the Librarius Omnis on Mars. It was during Land's search that he discovered information on the compact and robust anti-gravitic plates utilised by Land Speeders, and his work that later developed the theories of their uses. It took many years, (and Land did not live to see its fruition) but these finds would eventually lead to the development of Land's Speeder. The first of these high-speed, ground-skimming vehicles entered service towards the end of the Great Crusades when they were produced in huge numbers, albeit cut short by the wars of the Heresy. At this time variants of differing ability and finesse served in all arms of Mankind's forces, but now those that remain in use are of the Astartes patterns and all those that are newly constructed are allotted only to the Space Marine Chapters by the forges of the Machine Cult. They are simply far too precious and complex to be risked in the hands of Imperial Guardsmen.

reserve companies and the Chapter armouries. In total, a typical 'Codex' Chapter might be able to field around fifty to seventy Land Speeders of various types in service at any one time, although the individual tactical doctrines favoured by particular Chapters can influence this figure dramatically. The Dark Angels, as well as the White Scars and their respective successors, are known to commonly field several times this amount, while some, such as the impoverished and superstitious Imperial Castilians Chapter, field no Land Speeders at all.

There are other rarer, more extreme variants and patterns of the Land Speeder in service than those listed previously, but they have not gained the same universal acceptance as patterns such as the Typhoon and Tornado. The two most common examples of this are the Land Speeder Tempest and the Land Speeder Storm, vehicles which could not be more different in intention and role. The Land Speeder Tempest is extensively structurally converted with a single-seat armoured cockpit and integrated weapons systems, including a nose mounted assault cannon and missile pods, allowing it to act as a gunship and air support unit. The Tempest is particularly valued for its ability to take on enemy flyers in close defence of ground forces. The first use of the Land Speeder Tempest was recorded during the Evacuation of Barac in M38 by the White Scars Chapter, and the original prototypes were likely field modifications by their Techmarines. The Land Speeder Tempest continues to hold pride of place above all in the armouries of the White Scars and their successors, not simply because of their pride in its creation, but also because it is well suited to their preferred swift style of mobile warfare although some Chapters shun it as an unapproved and potentially blasphemous design. The Land Speeder Storm on the other hand is also heavily modified, but this time its fuselage is extended for use as a deep range scout transport, and it carries an array of countermeasures to better suit it to clandestine missions, although at the cost of survivability and speed. The Land Speeder Storm is intended to ferry an infiltrating demi-squad of Space Marine Scouts behind enemy lines and on long range recon patrols, but it also sometimes serves as an attack transport. The exact origins of the Storm pattern remain obscure, but the vehicle sees extensive service in particular with the Ultramarines, Raven Guard and their successors, and it is likely one of their inventions or adoptions at its genesis, while conversely it is all but unknown in the armouries of the Space Wolves and Blood Angels.

THE RHINO AND ITS VARIANTS

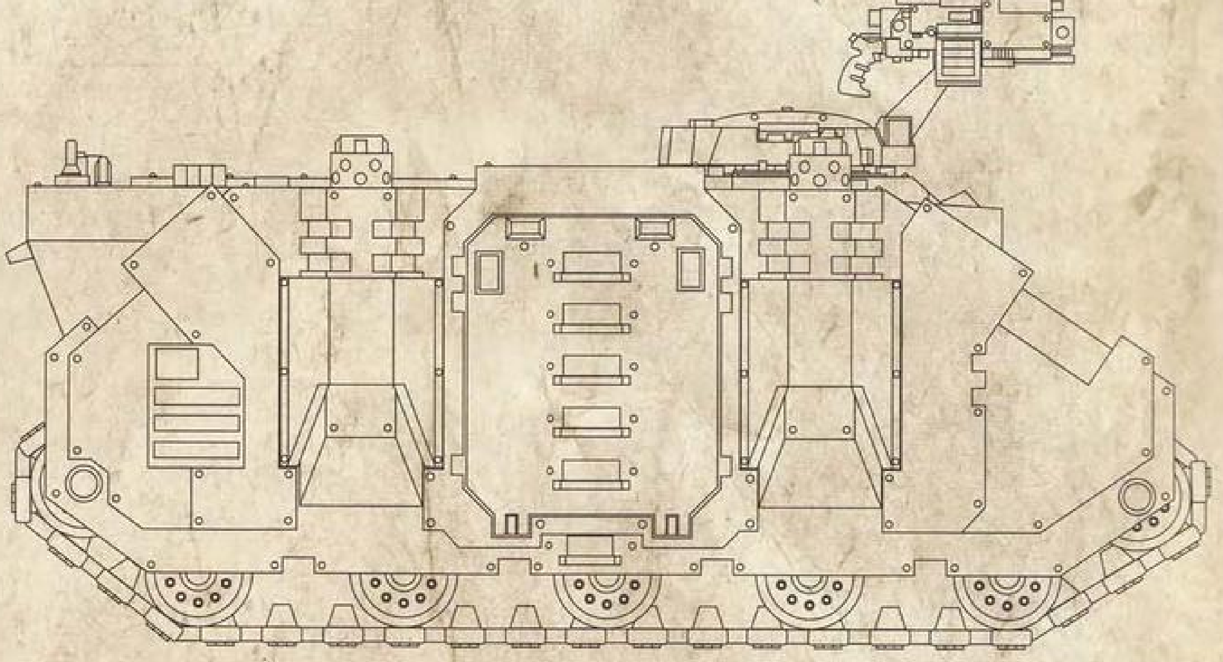
The Rhino Armoured Personnel Carrier is a mainstay of Space Marine Chapters, and has been in continuous service for over ten thousand years, but its origins are more distant still, lost among humanity's ancient past. Since the Great Crusade it has provided armoured transport to the fighting forces of the Imperium. It is robust and versatile, capable of withstanding the most hostile of environments and is resistant to small arms fire. The Rhino is the basic squad transport vehicle of all Space Marine Chapters, and also sees service with other trusted fighting arms of the Imperium such as Adeptus Sororitas, Adeptus Arbites and the Inquisition, and its basic pattern has provided the template for numerous long-standing variant war machines such as the Predator tank and the Whirlwind missile launcher.

Ancient records show that the Rhino started life as the RH1-N-0 Tracked Exploration and Multi-Purpose Defence Vehicle, a Standard Template Construction (STC) for use by colonists and explorers as Mankind spread throughout the galaxy colonising worlds. They needed a robust, tracked all-terrain vehicle, sealed against hostile environments and providing some measure of protection and defence. Localised armed forces adopted and disseminated the design, fitting it with weapons and extra armour for combat. By the end of the Age of Strife however, most coherent STC systems had been lost or destroyed and attrition took its toll on the Rhinos scattered throughout the galaxy. The full technology and schematics involved in their construction was retained only on a handful of worlds and in particular shepherded through the anarchy and destruction of the Age of Strife by the rising power of the Adeptus Mechanicus on Mars. It was through the Machine Cult's agency that the Rhino, now reserved for military use, was mass-produced in vast numbers to serve the Emperor's Great Crusade and the great *Liber Armorum* records entire Space Marine Legions and Crusade Army groups being outfitted with the Rhino and its variants as general issue in the thousands. In the later Age of the Imperium, Rhino production was jealously sought after and has become restricted to the use of the Adeptus Astartes foremost, with the Adepta Sororitas, Adeptus Arbites and the Holy Inquisition also maintaining and utilising their own Rhinos and Rhino variants. The Imperial Guard on the whole

ADEPTUS
MECHANICUS

TECHNICAL SPECIFICATIONS

DMCA-16Z:8CS
7A3:04A
35Z:9B4
PART 7/1



PRODUCT OF
DEPARTMENTO
MANUFACTORUM

DOMINUS
EX MACHINA

IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED
THIS RECORD BY
NON AUTHORISED
PERSONNEL

FERRUM POTENTES

VEHICLE DESIGNATION: Rhino Armoured Transport
VEHICLE NAME: N/A
FORGE WORLD OF ORIGIN: Mars/STC
KNOWN PATTERNS: I-XXV
CREW: Driver
POWERPLANT: Quad Adaptable Thermic Combustor/Reactor unit
WEIGHT: 30 tonnes
LENGTH: 6.6 m
WIDTH: 4.5 m
HEIGHT: 3.6 m
GROUND CLEARANCE 0.44 m
MAX SPEED ON ROAD 70 kph
MAX SPEED OFF ROAD 55 kph

MAIN ARMAMENT: Storm Bolter
SECONDARY ARMAMENT: N/A
TRAVERSE & ELEVATION: 360/-65 to +45
MAIN AMMUNITION: 800 rounds std
SECONDARY AMMUNITION N/A
ARMOUR : -
TURRET: N/A-
SUPERSTRUCTURE 60 mm
HULL 60 mm
GUN MANTLET N/A
ADDENDUM Owing to its extraordinarily robust STC design, temporary/sub-optimal materials can be used both for construction and repair, with some reduction in capability
DATE: SIGNATURE:

MAGOS FABRICATOR

are now relegated to using the less sophisticated Chimera design instead. All Space Marine Chapters consider the Rhino as a cornerstone of their wargear, although some may see other methods of battlefield transport (heavier vehicles such as the Land Raider or orbital assault units such as drop pods) as more vital to their particular approach to warfare, no Chapter would neglect the Rhino from its armouries. Likewise every Space Marine Battle Brother is fully adept in the use and basic maintenance of the vehicle, while its inner mysteries and sacred rites are known to every serving Techmarine.

Notable Design Features

Due to its STC roots, the Rhino can be constructed (or repaired) if needs be using locally available materials, while most Rhinos are constructed of a bonded ceramite layer over a cast plasteel hull, providing them with considerable structural strength and external protection along with dedicated life support and air filtration systems. Another miracle of the STC design is the Rhino's highly adaptable engine system which can run on almost any combustible fuel to varying degrees of efficiency and with four independent combustion modules and a self-charging capacitor array, the vehicle can be kept mobile even having taken extensive damage. This makes the Rhino an extraordinarily robust vehicle suitable for use in almost any environment or theatre of war, and also greatly assists the ease and speed at which the vehicles can be repaired or salvaged and cannibalised to suit the needs of an ongoing war effort. Rhinos may be easily operated by a single crewmen, although in battle two is the more common compliment; the second operator serving as gunner and auspex operator in most situations, while the Rhino itself provides sufficient capacity to transport ten fully equipped Space Marines into battle.

The Damocles Command Rhino

This specific variant is designed to house sophisticated communication, analysis, decryption and tracking equipment, turning the APC into a potent mobile command and control centre. The Damocles allows for swift and accurate co-ordination, helping direct a Space Marine force in the field and acts as the main communications link between the Chapter's orbiting strike cruisers, Thunderhawk air support, and a Space Marine commander on a planet's surface. One of the more advanced pattern variants of the Rhino, the Damocles is highly valued and seldom risked in direct front-line operations, with only the best-resourced Space Marine Chapters in possession of more than a handful of these vehicles.

The Razorback

The Razorback is a variant of the Rhino equipped with an additional turret-mounted heavy weapons system in either an open embrasure or operated remotely from within, along with ammunition supplies. The Razorback in essence surrenders some of the basic Rhino's transport capacity and endurance for enhanced firepower and is commonly used by assault, reconnaissance and command units in the field. While the additional mobile firepower is a valuable benefit to a Space Marine strike force, some Chapter Masters consider them too much of a compromise, as they are only able carry a demi-squad of six space marines on the one hand, while their lack of heavy armour prevents them from operating in a true tank's role on the other. A wide variety of patterns and armaments of Razorbacks can be found in Space Marine armouries, the most common by far being a twin-linked heavy bolter for squad support, while twin-lascannons are also frequently mounted for anti-armour missions. Some rarer armament configurations include a multi-melta unit for bunker-busting, assault cannons for use against monstrous foes (the latter gaining popularity during the Tyranic Wars) and even an obscure lascannon/ plasma gun combination found in certain Phaeton pattern models.

The Predator Tank

The Predator perhaps the best known and most widespread variant of the basic Rhino chassis is equipped with superior armour protection and firepower but sacrificies the Rhino's troop transport capacity entirely. It is an effective medium tank designed to provide Space Marine detachments with heavy fire support in battle. It fills this role ably and has proved its worth on countless battlefields, and while not so heavily armed or armoured as the lumbering metal behemoths favoured by the Imperial Guard, it is considerably swifter and more mobile, better suited to the Space Marines' methods of war. Back during the Dark Age of Technology all Predators were of the 'Destructor' variant; armed with an autocannon in an enclosed turret, while considerably later the 'Annihilator' was introduced as a dedicated tank-hunter replacing the turret armament with twin lascannon, a development apocryphally laid at the invention of the Space Wolves during the Skarath Crusade. In either case the Predator is fielded either with or without additional sponson mounted weaponry, with each sponson either mounting a single heavy bolter or lascannon as part of a modular unit. Sponson weaponry is the standard for most Space Marine Chapters and often reflects the expected conditions of threat within a given warzone. where heavy infantry resistance is predicted (such as in battle against the Orks for example), heavy bolters are most favoured, while lascannons, where available, are equipped where enemy armour is expected to predominate. Not mounting additional sponson weaponry can still offer some advantage, as although the tank's firepower is reduced the increase stowage capacity this frees up is of great use in conducting extended operations where resupply is difficult.

Generally a Space Marine Chapter will maintain between twenty and thirty Predators in service at any given time. The Rhino chassis' adaptability means that more can often be retrofitted into service as needed by the Chapter's

Techmarines, as long as their machine spirits are properly propitiated. Some Space Marine Chapters field far larger quantities of the tank in their armouries as a matter of course, often hose reflecting a preference for mechanised assault as a tactic. The ron Hands and Fire Angels being wo widely known examples of this, each counting upwards of a hundred Predators in their armouries.

Baal Predator

The Baal Predator is a specialised variant of the Predator tank developed from unique data by the Blood Angels Chapter, and used only by that Chapter and ts Successors. Instead of the autocannon or twin lascannons, the Baal pattern mounts twin assault cannons in the turret, giving it devastating close range firepower, often supported by the use of heavy flamer sponsons. This vehicle's pattern s unsanctioned by the Adeptus Mechanicus, and as with others of the Chapter and its successors, also uses 'Lucifer' configuration overcharged engines, considered by many to be an anathema in the sight of the Machine God.

The Vindicator

A powerful assault tank based on the Rhino chassis, the Vindicator's principal armament is a heavy-calibre demolisher cannon capable of smashing its way through armour and shattering fortifications and breaching bunkers with ease. Although the cannon is short ranged and the tank is only able to carry a limited supply of its rocket-assisted shells, the Vindicator is an invaluable addition to any Space Marine strike force with the task of attacking a heavily fortified position or city-fighting conditions where it can blast and shunt its way through barricades and obstacles. Often deployed in close support of infantry squads during street fighting operations or in dense terrain such as jungles, the Vindicator's heavily reinforced armour and low hull profile increases its survivability in high intensity warzones. This endurance, coupled with the practice of equipping them with heavy siege-mantlet dozer blades to clear ground, offers Space Marines the equivalent of a mobile strongpoint, allowing them to better advance against heavy fire. Some Space Marine Chapters, greatly enamoured of the Vindicator's firepower go further and employ the tank in large numbers as a main battle line vehicle, using them in spearhead formations and as close range tank killers, attempting to overcome any disadvantages the Vindicator has in these roles through relentlessly closing with the enemy wherever they can.

The Rites of the Omnissiah

The purity and spiritual welfare of the machine-spirit or Anima Corpus is entrusted to a Chapter's Techmarines, and is as important as the skill of the artificers who built the vehicle and its structure and state of repair. As a result, in accordance with the Cult Mechanicus, there are many rituals surrounding the construction, maintenance and use of the vehicles within a Chapter's forges and armoury. They must be cared for using the correct liturgies of maintenance, divined from the runes of engineering and the machine-spirit must be blessed to protect both the vehicle and its occupants in battle. At every stage the correct unguents, micro-etched prayer encoding and propitiatory rituals and rites must be carried out to sanctify the work and ward off daemons and evil Ætheric and magno-ferric humours from corrupting the machine. The final and most vital blessing is the Naming Ritual of any new or re-commissioned vehicle. Each must have a battle name worthy of the Chapter's great history to be proclaimed, recorded and commonly used, and some Chapters will choose to paint or engrave it onto the hull, but each will have a secret name as well. This occult name, rendered in the arcane techno-cant of the Omnissian Cult, is known only to those who must tend to its secrets, a true name by which its warlike soul may be called up or placated.

The Whirlwind Launcher

The Whirlwind provides a Space Marine Chapter with highly mobile indirect fire able to shower a target area with multiple independent warheads. The Whirlwind is an ancient design, and many different patterns have been employed down the millennia and the designation 'Whirlwind' in fact covers a range of different multiple missile launchers mounted on a Rhino chassis. Many of these remain in service with various Chapters across the galaxy, with some favouring one over the other for reasons of tradition or access to certain patterns, but not others. Space Marine Chapters do not rely heavily on artillery fire to achieve victory on the battlefield, preferring to operate entirely as rapid strike formations or as shock troops, and have little requirement or regard for sustained artillery barrages to reduce enemy positions before an attack. Instead they need fast, highly mobile artillery, capable of delivering a brief but effective suppression barrage against specific tactical enemy targets. The Whirlwind fills this role ably, and can quickly unleash a high volume of firepower, albeit at relatively short range, against critical targets in an assault, and rapidly redeploy and react to the battlefield's changing tactical situation. This alone represents a significant advantage over the slower, heavier types of artillery deployed by Imperial Guard regiments, while by using the Rhino chassis means it can keep up with the rest of a fast moving Space Marine strike force as well as utilise the same supply and maintenance chain. One widely adopted variant of the standard configuration Whirlwind is the Whirlwind Hyperios, which uses a modified launcher and enhanced logis-targeting engines to create a highly effective anti-aircraft unit, able to intercept low-level strikes and provide a mobile shield of air cover for a Space Marine force.

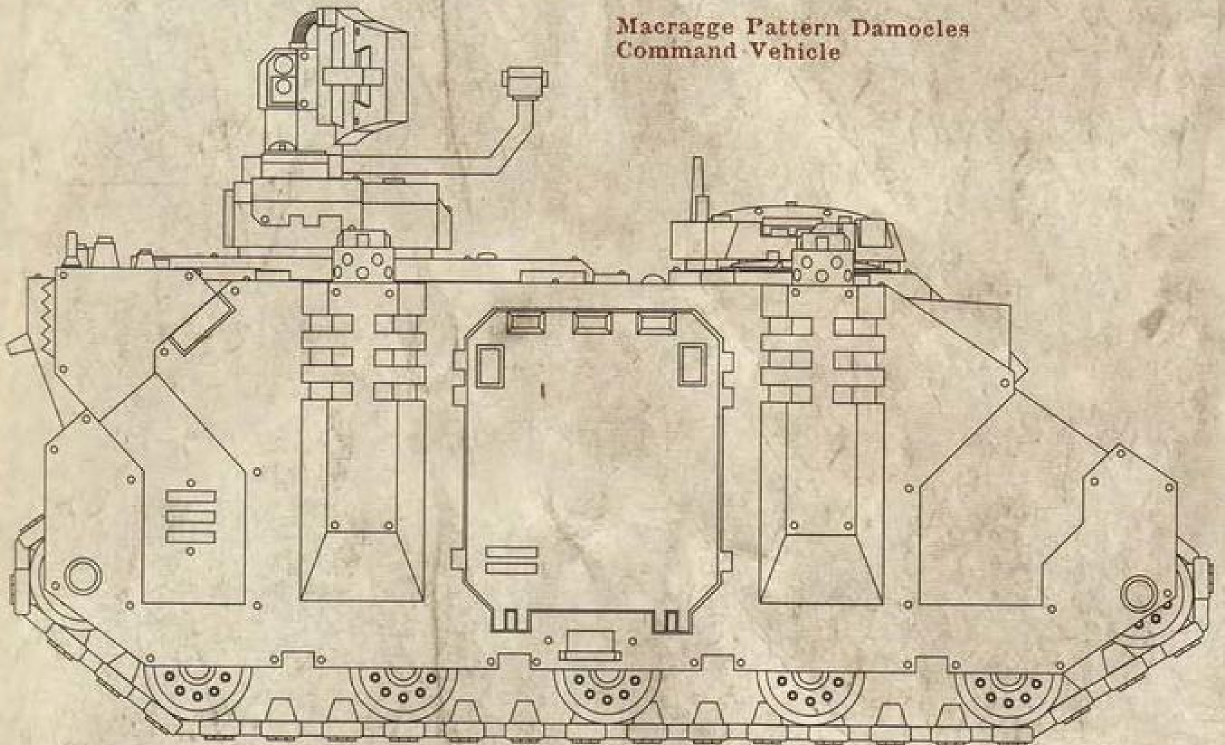
ADEPTUS
MECHANICUS

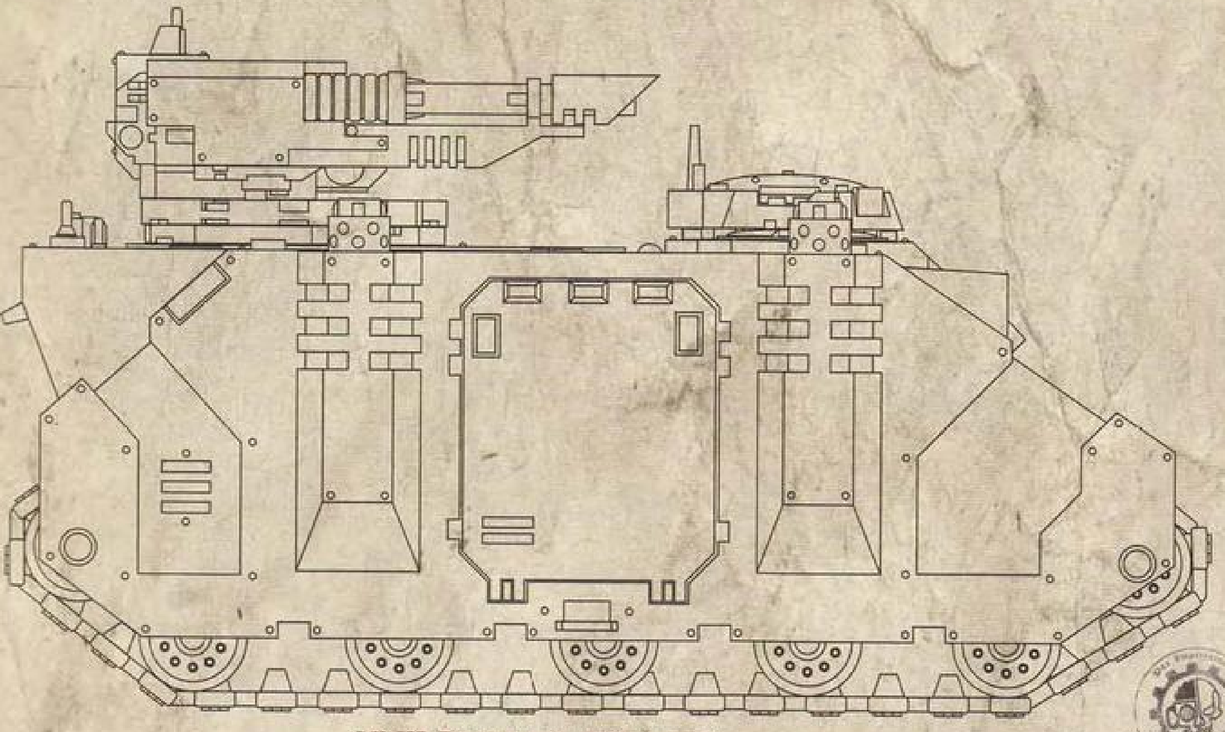
TECHNICAL SPECIFICATIONS

DVLA-16Z:8CS
7A3:04A
35Z:9B4

PART 7/2

Macragge Pattern Damocles
Command Vehicle





MkVI Razorback with remote
controlled twin-linked
lascannon turret

FERRUM POTENTES

SIGNATURE

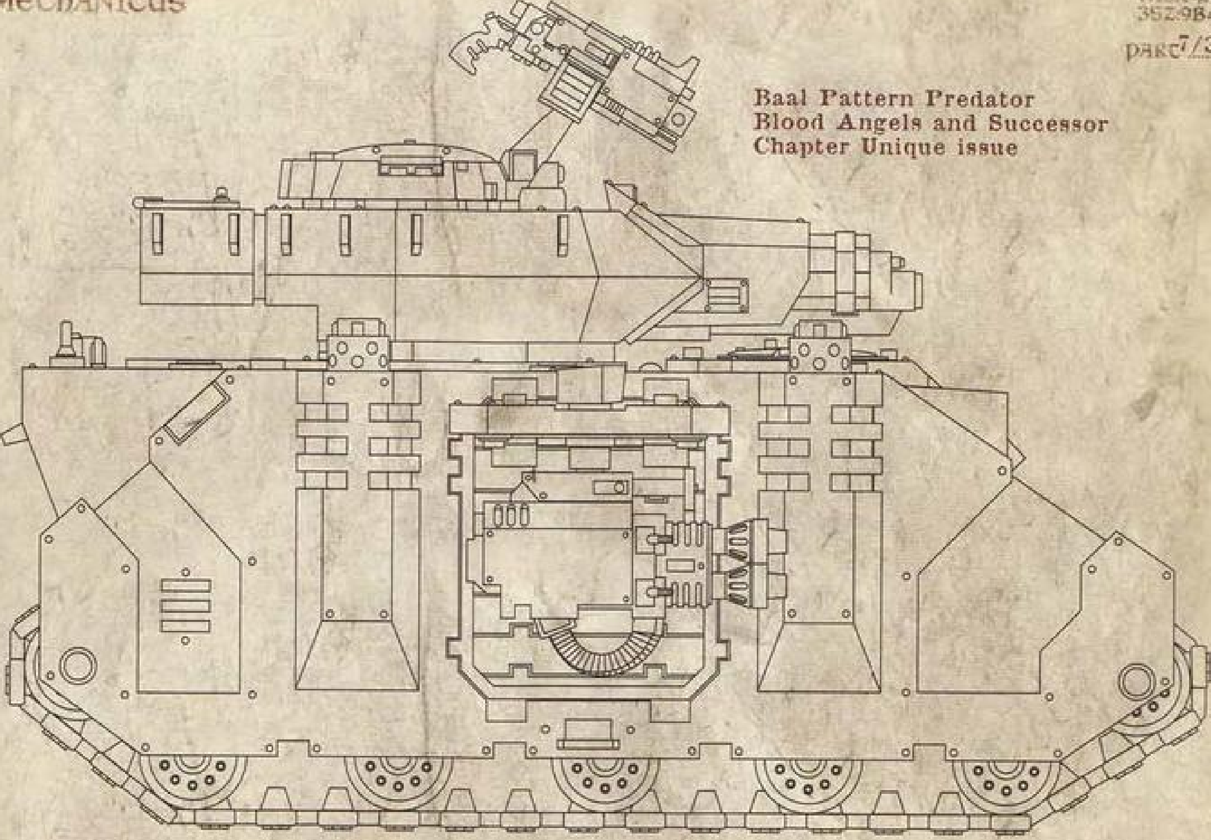
MAGOS FABRICATOR

ADEPTUS
MECHANICUS

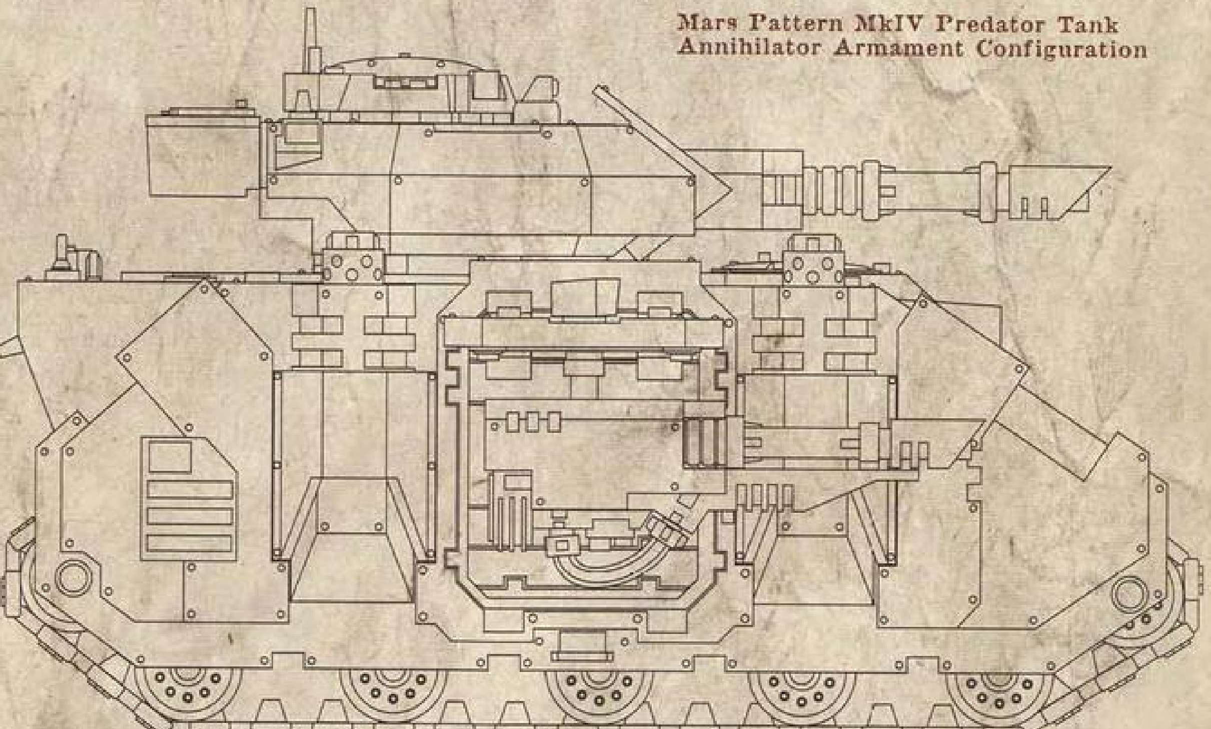
TECHNICAL SPECIFICATIONS

DVLA-162:8CS
7A3:04A
352:9B4

PART 7/3



Baal Pattern Predator
Blood Angels and Successor
Chapter Unique issue



Mars Pattern MkIV Predator Tank
Annihilator Armament Configuration

[illegible]ENCES

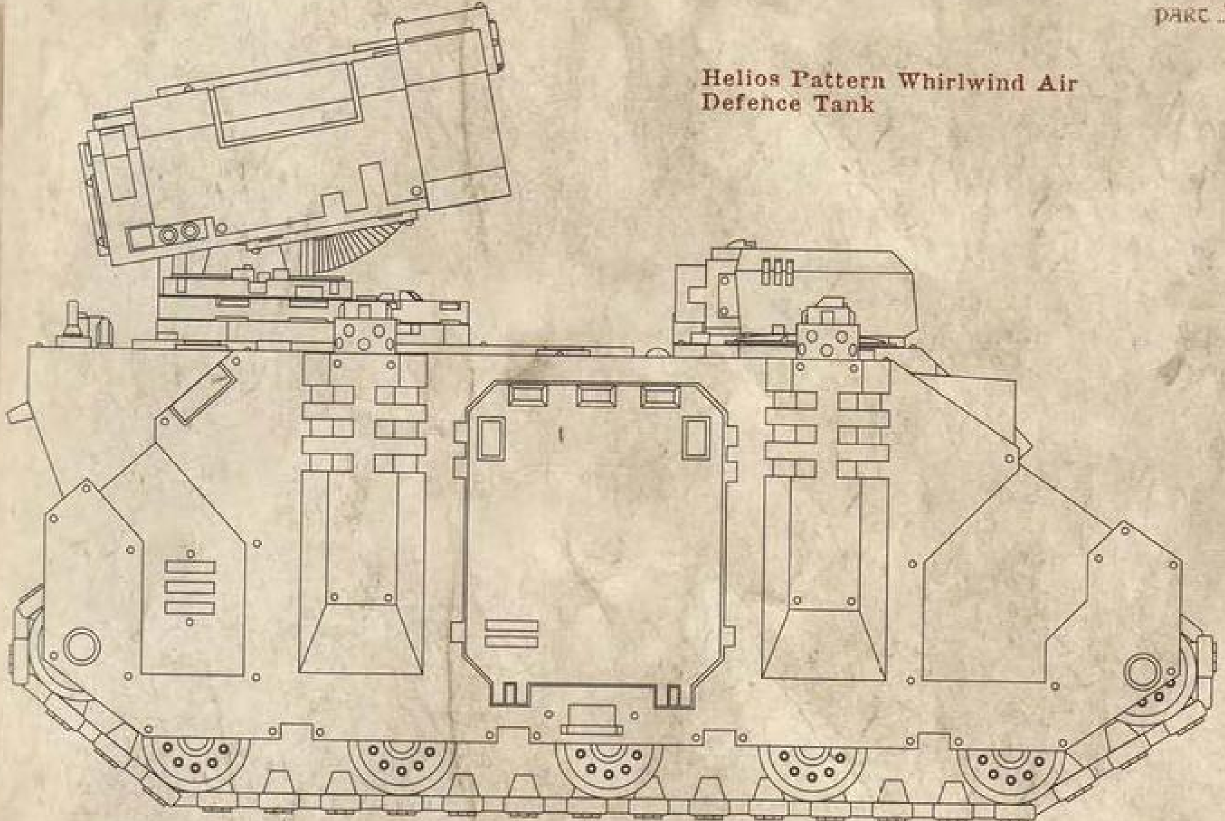
SIGNATURE:

MAGOS FABRICATOR

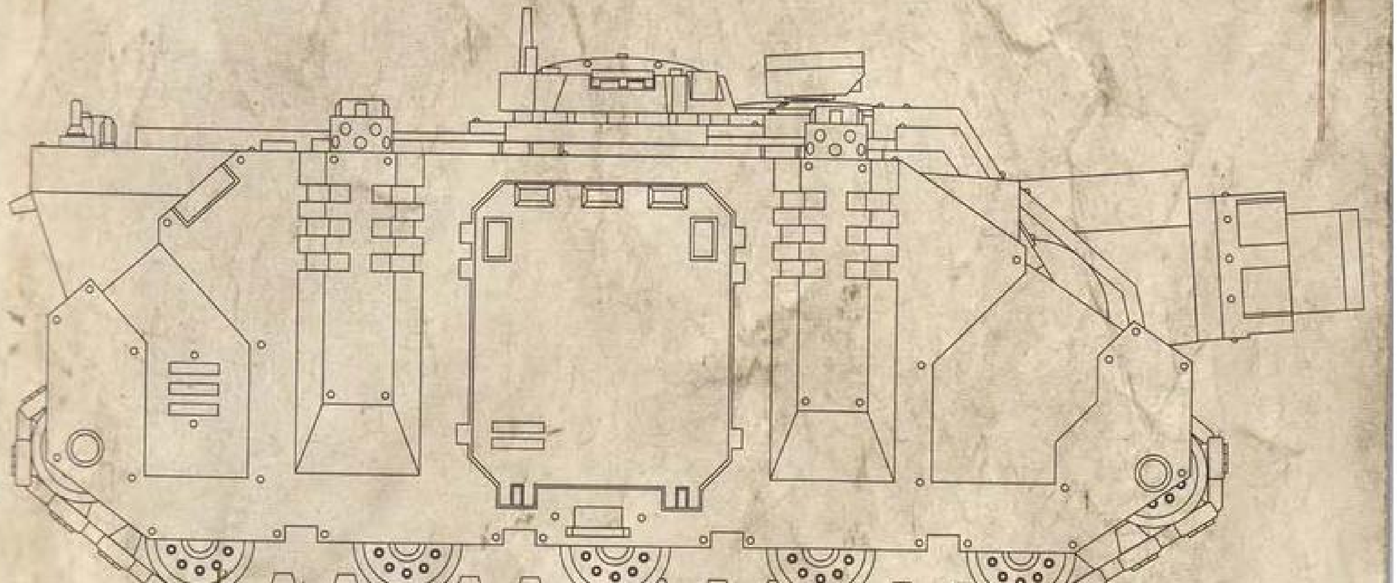
ADEPTUS MECHANICUS TECHNICAL SPECIFICATIONS:

DVLA-I6Z:8LS
7A3:04A
35Z:9B4

part 7/4



Helios Pattern Whirlwind Air Defence Tank

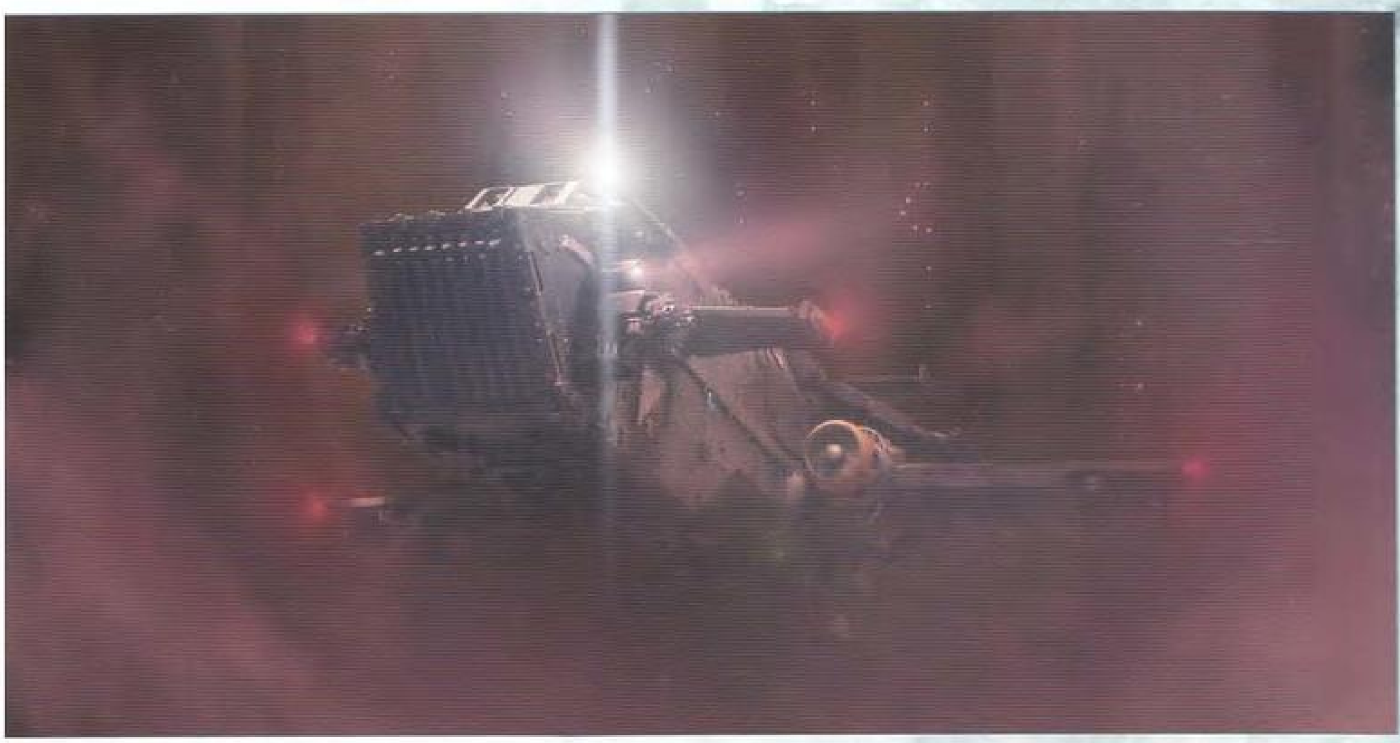


Lucius Pattern Vindicator Siege Assault Tank

SIGNATURE:

MAGOS FABRICATOR

THUNDERHAWKS



The keystone of any Space Marine force, Thunderhawks are extremely versatile and powerful craft, with the standard Thunderhawk Gunship combining the roles of orbital drop ship, heavily armed assault craft and medium bomber. The Transporter variant allowing the rapid and accurate landing of supporting Space Marine armoured forces into the heaviest fire-zones.

Operating from space-faring Strike Cruisers and Battle Barges, a Chapter's Thunderhawk fleet, in concert with its Drop Pod assaults (and less frequently encountered attack craft such as Stormraven or Fireraptor Gunships and Caestus Assault Rams), offer a Space Marine commander a spread of different strategic options and allow their forces to deploy rapidly to devastating effect. This ability is paramount to Space Marine tactics as dictated by the tenets of the *Codex Astartes*, as this sheer mobility allows a Space Marine commander to force an enemy to fight where and when they choose, bypass static defences, withdraw from overwhelming odds, respond to shifting events on the battlefield and most importantly select the precise time and place to strike where the damage they inflict will prove the most decisive. Entire wars have been won by just such acutely applied force and such a deathblow is terrible to behold.

As well as providing the ability to rapidly deploy Space Marines directly into the front lines (and redeploy them when needed), Thunderhawk Gunships also offer substantial additional support firepower and strategic strike capacity, and Thunderhawks themselves are amongst the most advanced and technologically sophisticated vehicles deployed by any Imperial force. Each has advanced targeting, sensory, communication, avionics and navigational equipment, protected inside an armoured hull, which although lighter, is constructed using the same techniques as those in the Land Raider, layered with additional ablative ceramite panels to guard against the heat and friction of orbital re-entry. Strongly constructed a Thunderhawk can take an immense amount of damage and keep flying, and despite their complex systems they have a well-deserved reputation for being rugged and reliable. One of their most revered techno-arcane systems are the massive RX-92-00 'Mars' pattern, combination rocket/afterburning turbofans which power it in flight. They are able to serve it in both upper and lower atmospheric flight as well as in the null gravity void of near orbital space for some duration. The Thunderhawk carries a fearsome array of weaponry and ordnance. Its primary weapon is the limited traverse dorsal mount fitted with either a turbo-laser able to strike down even a Scout Titan with an accurate hit or an enhanced battle cannon for ground bombardment. For additional close-support firepower they also mount lascannons and up to eight heavy bolters in remote turrets. In addition, a Thunderhawk can carry various payloads of missiles and bombs for specific bombing missions, all in all making it a supremely formidable weapons platform. The Transporter variant of the Thunderhawk, while less vaunted perhaps is no less valuable to a Space Marine Chapter as it can be relied on to bring in a variety of payloads up to and including Predator and Land Raider tanks to the battlefield with equal flexibility and speed, although in its configuration it must sacrifice much of the Thunderhawk Gunship's armament to do so.

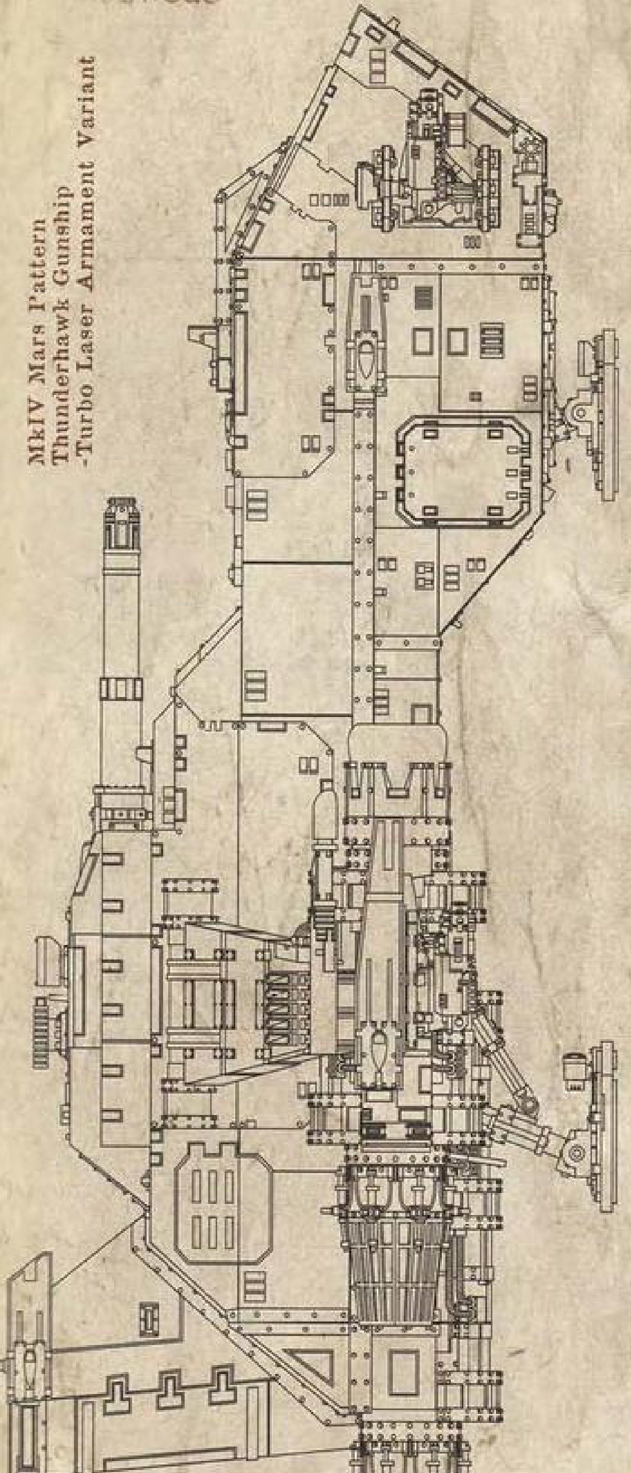
ADEPTUS
MECHANICUS

IFICAT

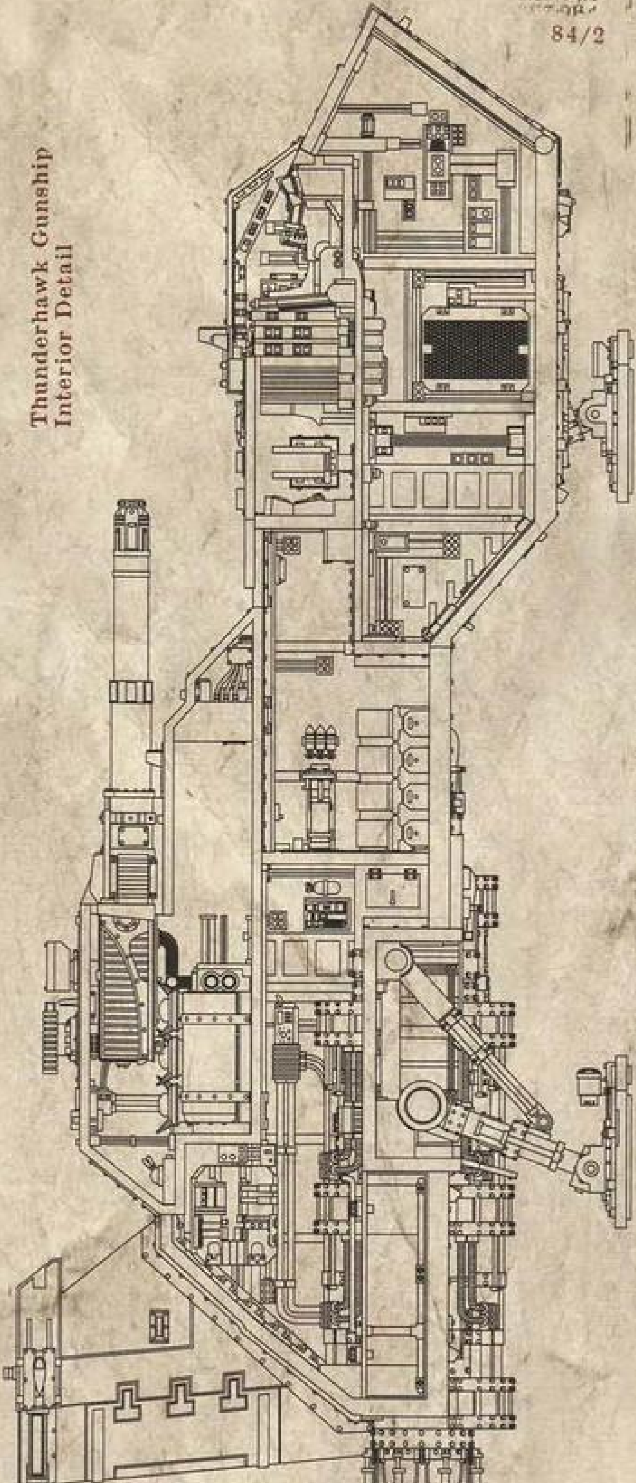
-162:8C
7A3:04A

84/2

MkIV Mars Pattern
Thunderhawk Gunship
-Turbo Laser Armament Variant



Thunderhawk Gunship
Interior Detail



DATE:

SIGNATURE:

UM DOC

MAGOS FAB ATOR

Raptors Chapter Thunderhawk
Deployment, DX-2 | Jungle Zone
Gargathea

LIER ARMOURUM ARCHIVE: 457287/47A
REF:RTB

BADAB/ ADEPTUS ASTARTES POWER ARMOUR: SUMMARY

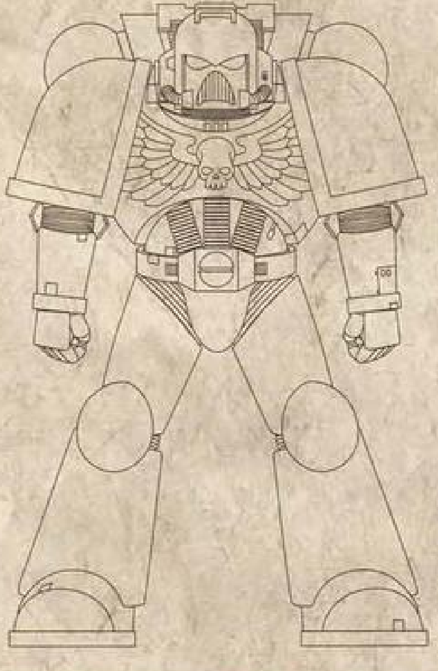
Space Marine Power Armour is an extraordinarily sophisticated defensive system which combines huge durability to physical damage with a sensory array and sealed environment which protects its wearer from the ravages of the void and alien atmospheres. Integrated within the armour are networks of electro motivated fibre bundles which mimic and augment the muscular strength of the wearer. The true genius of the design however lies in its close integration with the already superhuman physiology, senses and reflexes of the Space Marine within and armour and Astartes together become a weapon without equal.

Each suit of Space Marine Power Armour is a work of supreme artisanship, and although it may be one of many, each is a unique artefact whose spirit and history is of deep spiritual significance to both the Chapter to which it belongs and the Space Marine who wears it.

There are numerous different marks of Power Armour, most of which date back in terms of design and application many thousands of years ago to the time of the Great Crusade and the Horus Heresy, each of which have their own lore and genesis in place and time. Even in the 41st Millennium some intact suits from this near mythical age survive in active service as war-relics of the Space Marines. Countless others have been produced or reacquired since, and different Chapters often have entirely different ranges of panoply they can call upon to armour their forces. It is also far from uncommon for more recently fashioned armour to incorporate silvers or whole components from far older suits as revered connections to the past.

LIER ARMOURUM ARCHIVE: 457287/47A
REF: 7A

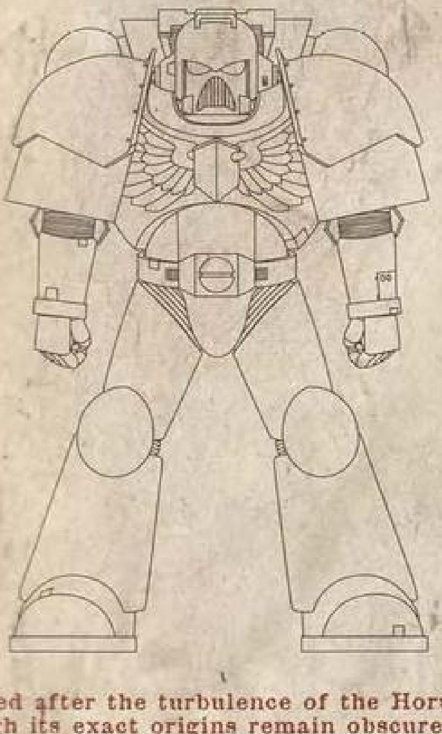
MARK VII 'AQUILA' ARMOUR



This mark is the final product of the rapid development of Space Marine Power Armour during the Horus Heresy. While the Mark VII lacks some of the advanced systems of the Mark IV or VI, this design incorporates many improvements to the design's overall layout and protection as well as being efficient to produce and repair. It is also easily able to integrate older armour components wholly or in part into its fabric adding to its versatility and use. This mark of Space Marine Power Armour has become the most widely produced type of its kind up to the 41st Millennium.

LIER ARMOURUM ARCHIVE: 457287/47A
REF:8J.....

MARK VIII 'ERRANT' ARMOUR

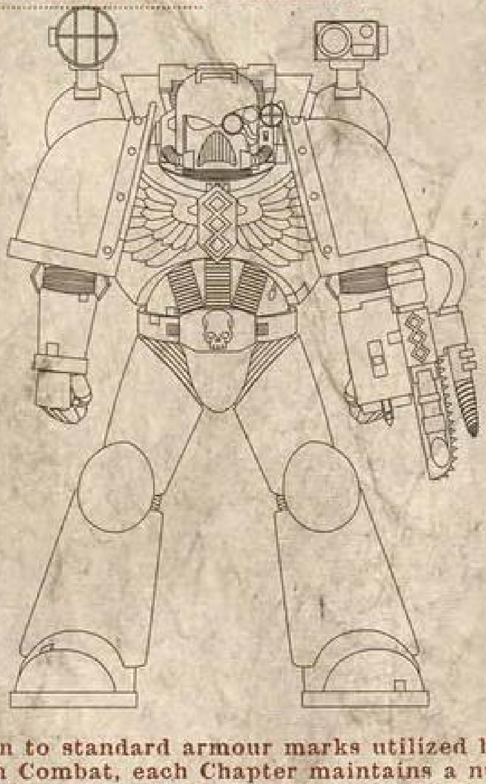


Designed after the turbulence of the Horus Heresy, although its exact origins remain obscure, Errant armour is a futher development of the Aquila design, incorporating enhanced cooling and power distribution systems allowing for longer combat operations, with augmented pauldron and gorget armoured sections futher increasing its protection. Errant armour is fully compatible with the Aquila armour, if more difficult

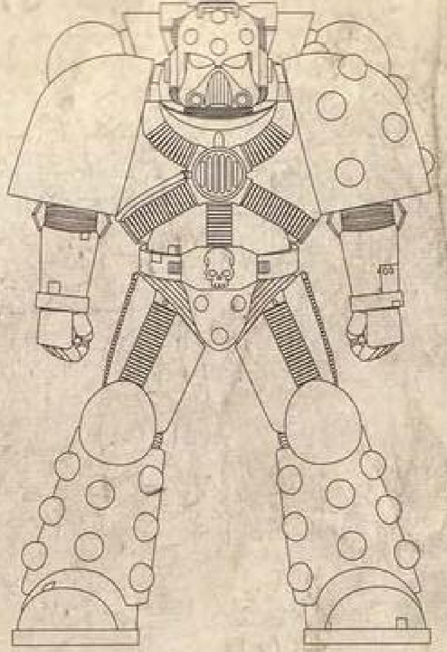
---

LIER ARMOURUM ARCHIVE: 457287/47
REF:7D

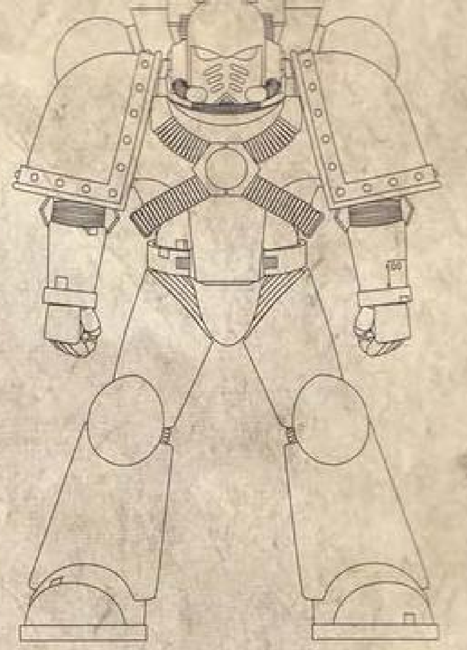
MARK VII VARIANT: APOTHECARY



In addition to standard armour marks utilized by Space Marines in Combat, each Chapter maintains a number of variant designs for use by the Chapter's Techmarines, Apothecaries and other specialists. The Armour displayed here is an example of the Apothecary's issue, and incorporates extensive Reductor and Narthecium systems for the aid of their wounded brethren and the recovery of the gene-seed of the fallen. In addition



A hybrid design produced initially as a stopgap armour in the dark days of the Horus Heresy and swiftly adopted by both sides to cope with heavy attrition losses. The Mark V is a mixture of older features, incorporating such advances from the Maximus as could be easily replicated and the integration of more readily available, if bulker materials in its construction. Considered by some to be ill-favoured, other Chapters still value its robust design and ease of repair, and often integrate it with other types in service.

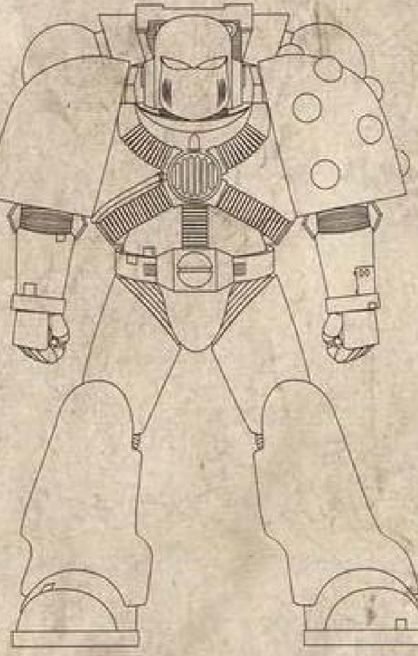


Considered by some to be the pinnacle of Power Armou development, the Mark IV 'Maximus' pattern was a wholly new and sophisticated design originating at the zenith of the Emperor's reign before the heresy. Highly valued by the Adeptus Astartes, few Chapters are able to produce or maintain Power Armour of this type in t current age, although there are known exceptions to thi such as the Red Scorpions and Iron Hands, and all such examples are highly valued by those Chapters fortunate to possess them.

LIER ARMOURUM ARCHIVE:

MARK VI 'CORVUS' ARMOUR

457287/47A
REF: 6C...

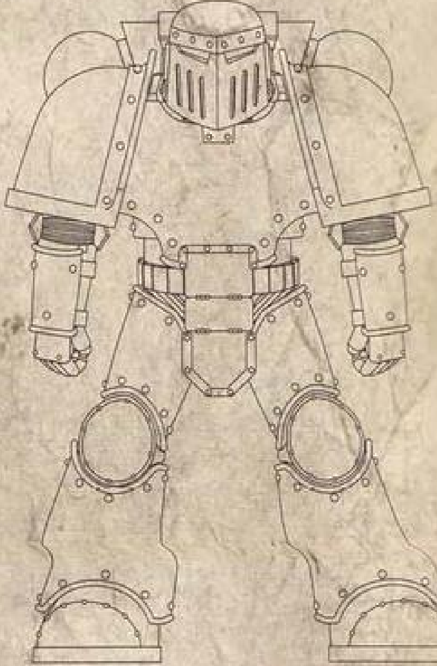


Developed alongside the MKVII by the forges of Mars during the Heresy as a more long term solution to the Space Marines' needs, the Corvus design was soon rapidly disseminated and saw widespread use, and in particular is associated with the Defence of Terra by the Loyalists. Although its brother design became more widely produced in later centuries, many Chapters with direct links to the Imperium's darkest hour still cleave to the Corvus armour's use.

LIER ARMOURUM ARCHIVE:

MARK III 'IRON' ARMOUR

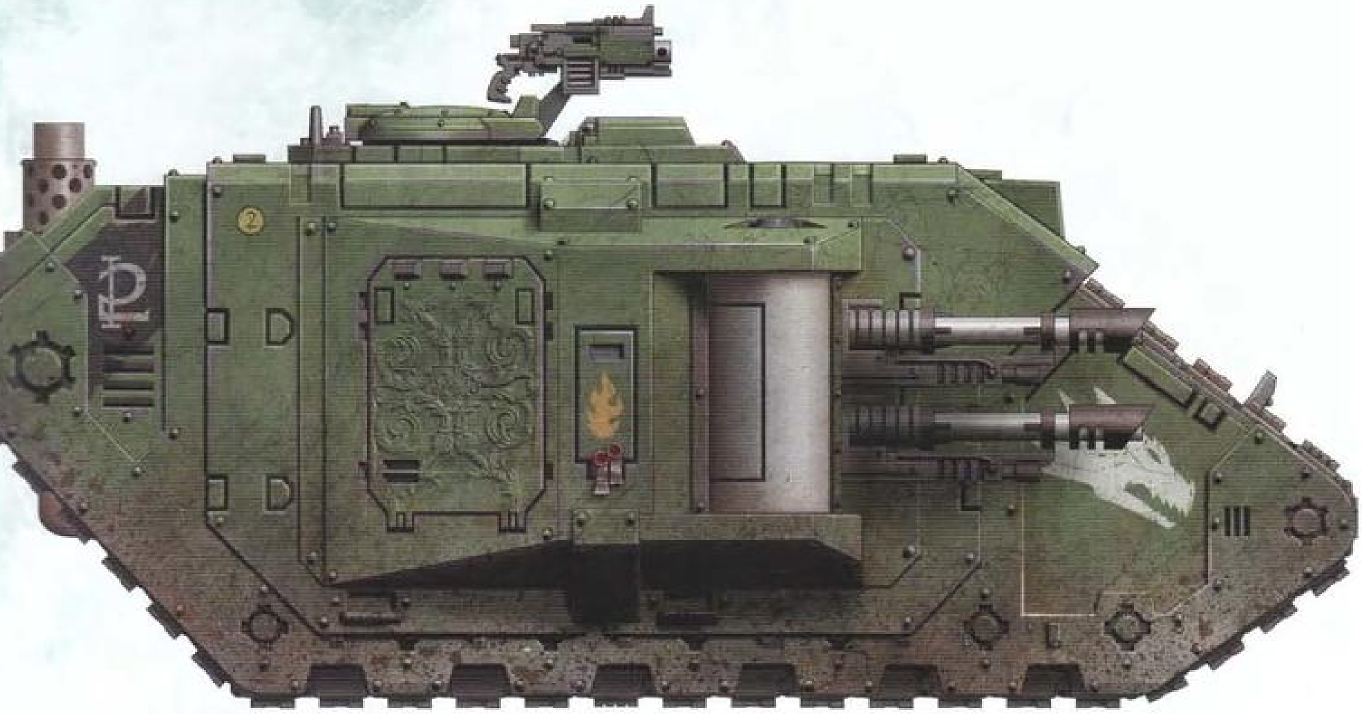
457287
REF 3B



The most visually brutal and imposing of all the widely produced armour marks, the Iron Armour was a heavy, modified Mark II design (itself the first mass-produced Power Armour of the Crusade era). The Iron Armour's structure has augmented frontal defence and incorporates additional ablative plates, and is intended foremost for use in boarding actions, tunnel assaults and void warfare, although is considerably heavier and more power hungry than its contemporaries.

LORDS OF DESTRUCTION

PART TWO



The *'Coils of Wrath'*
Salamanders Chapter MKIIB Pattern Land Raider
Attached to the 2nd Company under Pellas Mir'san, Cited
with the *Mechanicus Invigila,* Battle of Shaprias

CAPTAIN PELLAS MIR'SAN

Captain of the Salamanders 2nd Company, the Winter Blade, Defender of Nocturne

The venerable Pellas Mir'san is legend among the brethren of the Salamanders, and one of the oldest members of the Chapter still serving, earning him the title of the 'Winter Blade' by his Battle-Brothers. He has held the position of the Captain of the Salamanders 2nd Company for more than a century and a half, and before that served as Chapter Champion for thirty years and remained undefeated for his tenure. A former winner of the legendary Trial of Blades, Pellas Mir'san is a consummately skilled swordsman who has taken his Chapter's legendary discipline and pursuit of excellence and applied it both to the duellist's arts and the creation of some of the finest power-blades in the Salamanders' history. Even now, though his skin has greyed to the colour of cold forge ashes and the light in his eyes has dulled to a deep crimson, he has lost nothing of his phenomenal skill at arms, while experience of the countless enemies and wars he has seen tempers the blade of his wisdom to an even finer edge.

Captain Pellas Mir'san commanded the Salamanders Chapter contingent throughout their involvement in the Badab War, and his was a voice of reason and experience that swiftly came to be relied upon by Lord Commander Carab Culln. Following the infamous incident of the capture of the Salamanders battle barge Pyre of Glory in 909.M41 and the subseqent and infamous 'Red Hour', Captain Pellas Mir'san believed his Chapter owed a great debt of honour to the Secessionist Executioners, and stood beside them in the final judgement as their advocate.

CAPTAIN PELLAS MIR'SAN .... 150 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Pellas Mir'san	7	5	4	4	3	5	3	10	2+

Unit Composition:
- 1 (Unique)

Unit Type:
- Infantry

Wargear:
- Artificer Armour
- Cinder Edge
- Power Weapon
- Combi-Flamer
- Frag and Krak Grenades
- Iron Halo

Special Rules:
- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Master Duellist
- Unflinching Resolve

Master Duellist: As long as Mir'san is in base contact with an enemy independent character model, he may choose either to gain an additional +1 attack or reduce a single enemy independent character in base contact's Attack Characteristic by -1 (to a minimum of 1) for that Assault phase. Choose which will apply at the beginning of each Assault phase of combat before any blows are struck by either side.

Unflinching Resolve: Mir'san is also renowned for his unfailing calm in battle, dealing with the tumult and devastation with a cold and deliberate dispassion. He is to those around him like an anchoring rock in the storms of war. Mir'san and any Space Marine unit he joins can choose to automatically pass or fail any Morale or Pinning test they are called on to make.

Cinder Edge: Forged by Pellas Mir'san's own hands, the blade folded countless times in the fires of Nocturne's volcanic heart, Cinder Edge is a master-crafted power weapon.

Company Captain: Pellas Mir'san is a HQ choice for a Codex Space Marines army. As a Company Captain, Mir'san allows you to take a Space Marine Command Squad in your army. This unit is a HQ choice but does not count against your army's HQ allowance.

BRAY'ARTH ASHMANTLE

Venerable Ancient of the Salamanders, the Iron Dragon

The long history of the Salamanders Chapter is rich in tales of ancient relics, either long lost or revered. Each have their own unique histories and legends, some of glory and honour, and others of a darker hue. One of the relics to which several shadowed tales are assigned is the so-called 'Iron Dragon' a unique Dreadnought chassis fashioned, it is said, by the hands of the Primarch Vulkan himself. Uncommonly heavily armoured and built with an enhanced reactor-system using thermic generation technologies no longer fully understood, there are even those who believe this Dreadnought once served as the first prototype of what would later become the Ironclad patterns. The Iron Dragon itself has seen many dark and terrible wars in its time, and it is said the echoes and horrors of the ages weigh heavily upon it and the machine spirits contained within brood with unquiet violence. As a result there have been unusually long periods where the Iron Dragon has lain dormant within its reliquary-vault in the depths of the Chapter's fortress monastery on Prometheus without an occupant interned within. Only in circumstances of great trial and danger has a fallen brother been placed within it and such an internment is considered both a curse and a blessing in many ways. Only the strongest willed, most highly individualistic and warlike souls of the Chapter's fallen are considered likely to be able to master the war machine's sarcophagus without being overcome or fatally overloaded by the Ætheric echoes it holds during the Dreadnought's activation, and just how many have perished in the attempt remains unspoken among the Salamanders.

The current occupant of the Iron Dragon is Sokhar Bray'arth who was interned within in 755.M41 after succumbing to his wounds following the infamous purging of the moons of Ymgarl of Genestealer taint. Bray'arth had been before this the Captain of the 4th Company, and had earned a reputation as an unforgiving and often merciless warrior in whom the fires of Nocturne burned perhaps too brightly. Rising in the ranks by dint of sheer martial prowess and unflagging zeal, Bray'arth, a veteran of centuries of warfare grew increasingly fractious and clashed with the Chapter's then master over tactics and doctrine. As the years passed he became increasingly swift to anger and after several incidents where it was said he had overstepped the bounds of sense and wisdom in the pursuit and destruction of his enemies at the cost of unwanted casualties, his name carried with it a great shadow. Nearly at the end of his strength after over a half millennium of constant warfare, Bray'arth entered the Ymgarl campaign determined to prove his worth to the Chapter and the nightmarish tunnel warfare would grant him that chance. With the Chapter's forces caught in a sudden counter-attack in the deep sub-surface tunnels, Bray'arth fought a desperate rearguard action which saw scores of the deadly Ymgarl strain Genestealers and the twisted abomination creatures which came in their wake dead before his thunder hammer, allowing his company to fight their way free from a massacre, suffering terrible injuries in the process. The decision to inter the mortally wounded Captain within the Iron Dragon was not one easily taken, but the Lords of the Promethean Cult felt they had no choice, given the fiery omens of the future they read in Nocturne's deep flames.

Bray'arth, was first woken to take part in the savage fighting of the fifty-three year long Casvsarae Insurrection against the Black Legion and abhuman rebels which had plunged the star cluster into carnage and revolt. It was during this war that Bray'arth earned a new name, that of 'Ashmantle' after he pursued fleeing enemy forces into a sub city network, and was thought lost until he smashed his way clear of the duct workings nine days after he disappeared, so covered in the soot and cinder-ashes of his dead foes as to obscure every inch of his armoured form. It was with some reluctance that Pellas Mir'san brought the Dreadnought to waking life once more on the eve of Salamanders' involvement in the Badab War, but with his under-strength force he was in need of the revered Ancient's power, which proved itself time and again in the conflict to bloody effect.

BRAY'ARTH ASHMANTLE........ 285 POINT

	WS	BS	S	Armour F	Armour S	Armour R	I	A
Bray'arth Ashmantle	6	5	6(10)	13	12	10	4	4

Unit Composition
- 1 (Unique)

Unit Type
- Infantry

Wargear:
- Two Dreadnought Close Combat Weapons each of which has an inbuilt Dreadfire Heavy Flamer (additional close combat attack already included)
- Extra Armour
- Smoke Launcher and Searchlight

Special Rules:
- Wrought by Vulkan
- Venerable
- Burning Wrath

Dreadfire Heavy Flamers: These weapons of ancient design are capable of unleashing their power in a single, highly concentrated burst, confining the burning promethium in a superheated lance of flame. Instead of using these weapons as two heavy flamers, they may be fired instead as a single twin-linked meltagun (or a single melta gun if one arm has been destroyed).

Wrought by Vulkan: The 'Iron Dragon' in which Bray'arth has been interned is a true relic, a unique Dreadnought war machine that is believed to have been fashioned by the artifice of the Primarch Vulkan himself. It contains many defensive measures and systems that others have strived but always failed to replicate. Weapons and attacks that usually gain any form of additional dice to penetrate Bray'arth's armour (such as Monstrous Creatures, chainfists, melta weapons, rending attacks, etc) do not do so in his case, and lance weapons do not lower his Armour Value.

Venerable: Venerable Dreadnoughts are very hard to destroy. Whenever Bray'arth Ashmantle suffers a Glancing or Penetrating hit, the owning player may ask their opponent to re-roll the result on the Damage chart, however the second result stands even if it is worse!

Burning Wrath: Bray'arth's Dreadnought chassis is also fitted with a number of secondary flame projectors as well as his main armament, allowing the ancient Dreadnought to wreath himself in flame, incinerating anything that strays too close. In any close combat in which he is involved, Bray'arth can forgo one of his usual attacks to inflict a single automatic Strength 5, AP 4 hit to all models (friend and foe) in base-to-base contact. The rest of his attacks are made as normal. Note this is not a weapon as such and so is not affected by Weapon Destroyed results.

Bray'arth Ashmantle is a HQ choice for a Codex Space Marines army.

AHAZRA REDTH

Chief Librarian of the Mantis Warriors, the Dust Prophet, Guardian of the Endymion Cluster

Both a powerful battle-psyker and a wise strategist, Ahazra Redth is one of the greatest Chapter Librarians in the Mantis Warriors' history. Born into the deep desert tribes of Tranquility-III, also known as Bittergyre to its indigenous peoples, Redth's psyker gifts surfaced early and his family undertook the dangerous pilgrimage across the erg sands to the Valley of the Nine Winds when he was still a child in order to present him to the Mantis Warriors for judgement. Although the young Ahazra Redth was below the age at which he could begin the transformation into a Space Marine, the Chapter's Librarians, sensing a great future for the boy, schooled him in the control of the mystic arts from the day he was brought before them and he showed a potential seen perhaps once in a hundred generations. As time progressed Ahazra Redth grew into a skilled neophyte fighting as a Space Marine Scout in a score of campaigns, where his burgeoning gifts for prognostication allowed him to advise and improve on the plans of veteran Space Marines five times his age. After joining the Mantis Warriors Librarium and learning the deeper mysteries of the Chapter, his powers grew exponentially, and he gained a reputation not only as a master of ambush and an expert field tactician, but also a master of prophecy and divination whose word was trusted by any that heard it. Known to both the Mantis Warriors and the people of the Endymion Cluster as the "Dust Prophet" for his abilities and writings, when the Badab War went against his Chapter, it was his leadership that managed to outwit the Loyalist commanders for so long and preserve his brethren in the face of the storm.

AHAZRA REDTH .... 165 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Ahazra Redth	5	4	4	4	2	5	2	10	3+

Unit Composition:
- 1 (Unique)

Unit Type:
- Infantry

Wargear:
- Power Armour
- Force Weapon
- Talisman of Sundered Souls
- Bolt Pistol
- Frag and Krak Grenades
- Psychic Hood

Special Rules:
- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Chapter Tactics
- Whispers on the Wind
- Battle Psyker
- Chief Librarian

Chapter Tactics: Guided by the mystic arts of their psykers, the Mantis Warriors are masters of ambush tactics and sowing confusion among their enemies. If you include Ahazra Redth in your Space Marine army, then all infantry models in your army exchange the Combat Tactics special rule for the Infiltrators special rule (with the exception of models in Terminator armour or those which have been purchased a Dedicated Transport - these simply lose the Combat Tactics rule were applicable). If more than one model in your army has the Chapter Tactics special rule, you must choose which version will apply.

Whispers on the Wind: While Ahazra Redth guides the Mantis Warriors in battle, they are protected by his arts as a diviner. If Ahazra Redth is part of the army, then failed attempts by the player to seize the initiative before the battle may be re-rolled and enemy Reserve rolls suffer a -1 penalty.

Talisman of Sundered Souls: A relic of the Chapter, this gorget is studded with shards of Eldar wraithbone taken in battle from the dead. It grants Ahazra Redth an Invulnerable Save of 5+ and allows him to re-roll a failed test to use a psychic power once per player turn. Note that this may negate a Perils of the Warp attack, but the outcome of the re-roll must be taken, even if it is worse than the first roll).

Chief Librarian: Ahazra Redth is a HQ Choice for a Codex Space Marines army.

Battle Psyker: Ahazra is a powerful Psyker. He has the special Mirage psychic power and may also pick one more from either: Smite, Force Dome, Machine Curse, Avenger, Quickening, Null Zone, Might of the Ancients, Gate of Infinity or Vortex of Doom at the start of each game. Ahazra may use two psychic powers a turn.

Mirage: Weaving shadows of psychic energy to shift and blur air and sound around them, the Librarian can distort the perceptions of his enemies, causing their senses to betray them. This power is used at the start of the Librarian's Movement phase. The Librarian, any unit they are with and any vehicle (but not a super-heavy vehicle) they are being transported in, are affected by this power for one full game turn (lasting until the beginning of their next Movement phase). During this time units protected by this power count as being equipped with Defensive grenades and enemies wishing to shoot at them must do so as if the Night Fighting rules were in effect.

HIGH CHAPLAIN THULSA KANE

'Old Night', High Mortiurge of the Executioners, Lord Speaker of the Dead

The one-eyed Thulsa Kane is the High Chaplain of the Executioners, a role of singular importance in the Chapter which also carries with it the titles of High Mortiurge (or supreme judge) and Lord Speaker of the Dead, responsible for recording the deeds of the Executioners Space Marines in battle. Renowned as much for his scornful and macabre wit as his skill as a warrior, he is known not unaffectionately by those of his Chapter as 'Old Night' (and a variety of other less favourable names), and there are many that would rather face the jaws of a Daemon than catch the brunt of the High Chaplain's ire. Thulsa Kane has a mind as keen as a power blade and a grim wisdom that encompasses the breadth of his bellicose Chapter's long history and its many secrets, and the old warrior has long since lost count of just how many heads he has taken from their owner's shoulders in his long service to the Emperor.

During the Badab War, Thulsa Kane carried the command of the Executioners Chapter in the Secessionist cause, charged with fulfilling the blood dept they owed to the Astral Claws Chapter of old. It was also Kane that declared that debt of honour's breach by Lugft Huron and led the Executioners Chapter's murderous rampage against their former allies.

HIGH CHAPLAIN THULSA KANE..175 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Thulsa Kane	6	5	4	4	3	4	3	10	2+

Unit Composition:
- 1 (Unique)

Unit Type:
- Infantry

Wargear:
- Grehdalin's Bones
- Plasma Pistol
- Rosarius
- The Lifetaker
- Frag and Krak Grenades
- The Aenigmata Ferrum

Special Rules:
- Combat Tactics
- Independent Character
- Chapter Tactics
- Honour of the Chapter
- Liturgies of Battle

Chapter Tactics: The Executioners are grim and brutal warriors, well used to standing alone against murderous odds and emerging victorious. If you include Thulsa Kane in your Space Marine army, then all units in your army exchange the Combat Tactics special rule for the Stubborn universal special rule where relevant. If more than one model in your army has the Chapter Tactics special rule, you must choose which version will apply.

Honour of the Chapter: Thulsa Kane is an ancient and grim warrior, entirely jaded to the horrors of a nightmarish cosmos, and in truth the warriors of the Chapter are more concerned about facing 'Old Night's' legendary wrath than ever they might be the enemy's. Both he and any squad he joins are Fearless rather than Stubborn (see Chapter Tactics), and may re-roll failed armour saves taken as a result of the No Retreat! rule (see the *Warhammer 40,000* rule book).

Grehdalin's Bones: A relic of the Chapter, this armour was crafted from the nigh-indestructible skeletal remains of an ancient xenos beast that once slaughtered an entire colony world's population one-by-one. Slain by one of the greatest of all the Chapter's High Chaplains in an epic struggle, the armour serves to both shield the flesh of the Chaplain who wears it, as well as remind them constantly of the high standard they are expected to set for the Chapter. Grehdalin's Bones is a suit of Artificer Armour that grants its wearer the Eternal Warrior universal special rule.

The Lifetaker: The Lifetaker is a massive power axe of archaic design, carried by successive Chapter Masters and now given to Kane to signify his leadership of the Executioners during the dark days of the Badab War. The Lifetaker is a Relic Blade.

Liturgies of Battle: Thulsa Kane is a Space Marine Chaplain, and so on a player turn in which he assaults, he and all members of any squad he has joined can re-roll failed rolls to hit.

The Aenigmata Ferrum: This sacred book contains the accumulated battle-wisdom and ancient secrets of the Executioners Chapter culled from many thousand of years of chronicles. A copy of the *Aenigmata Ferrum* is carried into battle and further added to by every High Mortiurge of the Chapter. Any Space Marine model on Kane's side within 12" of him can re-roll 1s when rolling to wound in an assault.

High Mortiurge: Thulsa Kane is a HQ Choice for a Codex Space Marines army.

CHAPLAIN IVANUS ENKOMI

The Voice of the Chapter, Reclusiarch of the Minotaurs

The gaunt, brooding Ivanus Enkomi, Reclusiarch Chaplain of the Minotaurs was the eyes and voice of his Chapter at the Loyalist councils of war during the Badab conflict. Although the Minotaurs played a key part in the war, they remained largely aloof and distant from their allies as was the Chapter's wont, letting their bloody reputation and brutal victories speak for them. Enkomi was judged by many to be a paradox, at once a natural observer whose stern gaze missed little and whose crimson-tattooed face and red-irised eyes spoke of an origin on some distant and ravaged feral world, but whose voice, although rarely employed, betrayed extraordinary intelligence and a capacity for fiery oratory that rivalled the greatest demagogues of the Ecclesiarchy in potency and skill.

Chaplain Enkomi was also a skilled tactical commander as befitted one of his rank and title who led his forces from the front in battle, exhorting them to ever greater heights of hatred and destruction against the God-Emperor's foes. In addition to his role as emissary between his Chapter and the Loyalist high command, Chaplain Enkomi was at the forefront of the Minotaurs' attacks in several key battles of the Badab War. Most notably he led a victorious boarding assault against the Lamenters' strike cruiser Dawn Reaper during the cataclysmic Battle of Optera, and commanding his Chapter's forces during the attack on Shaprias in the Maelstrom which foiled the Tyrant's dark machinations on that world and further uncovered the extent of the Astral Claws' sins and blasphemies

CHAPLAIN IVANUS ENKOMI..145 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Ivanus Enkomi	5	4	4	4	2	5	3	10	3+

Unit Composition:
- 1 (Unique)

Unit Type:
- Infantry

Wargear:
- Power Fist
- Crozius Arcanum
- Rosarius
- Power Armour
- Frag and Krak Grenades
- Void Hardened Armour or Jump Pack (select before game, the model must be equipped appropriately)
- Auxiliary Grenade Launcher

Special Rules:
- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Liturgies of Battle
- Honour of the Chapter
- Bane of Hatred

Liturgies of Battle: Ivanus Enkomi is a Space Marine Chaplain. On a player turn in which he assaults, he and all members of any Space Marine squad he has joined can re-roll failed rolls to hit.

Honour of the Chapter: Ivanus Enkomi carries the honour and faith of the Chapter, both he and any Space Marine squad he joins are Fearless, as described in the *Warhammer 40,000* rule book.

Bane of Hatred: Ivanus Enkomi is a living vessel for his Chapter's hatred of the alien, the heretic and the traitor, and his oratory matches the greatest firebrands of the Ministorum in bile and wrath. This is no mere empty rhetoric, as in battle Chaplain Enkomi will unleash all his rage and spite in a frenzy of attack. Both he and any Space Marine squad he joins gains +2 attacks on the turn they charge into assault as opposed to the usual +1.

LORD ASTERION MOLOC

Master of the Minotaurs, Satrap of the Daedelos Krata, Bringer of Wrath

The bloody-handed and paranoid master of the Minotaurs Chapter, Lord Asterion Moloc revels in his dark reputation, and his name is a byword for slaughter and destruction carried out in the Emperor's name on a score of worlds. The veteran of a hundred battles, his body has been heavily rebuilt with cybernetic augments and his sheer spite and malice is enough to allow him to shrug off wounds that would fell a lesser Space Marine. A brutal tactician, Lord Asterion Moloc takes pleasure in the utter destruction of his foes, and is most often found in battle at the head of his Terminators slamming into the enemy line. He is also a diligent and disciplined logistician and strategist, and a master of siegecraft. Outside of battle he can be found on his brazen throne at the centre of the maze-like chambers of the heavy assault carrier Daedelos Krata, surrounded by data-feeds, tabulation servitors and casualty reports, measuring the drops of blood spilt in quest of his Chapter's strategic goals.

The Minotaurs Chapter have been used often in the past to pun traitors, iconoclasts and renegades from within the ranks of the Space Marines by the High Lords of Terra. As a result Asterion Moloc has long become expert in the systematic destruction of other Adeptus Astartes forces that have strayed from the path of righteousness, viewing such targets as both worthy of the E wrath, and the ultimate test of the Minotaurs' skills in battle. Th reason above any other was one of the fundamental causes for the Minotaurs Chapter to join the Loyalists in the Badab War, and ma of their battles, specifically the savage engagement in which they devastated the Lamenters Chapter and forced their surrender, hav entered into legend among the Space Marines.

LORD ASTERION MOLOC .... 235 POIN

	WS	BS	S	T	W	I	A	LD	SV
Asterion Moloc	6	5	4	4	4	5	3	10	2+

Unit Composition:
- 1 (Unique)

Unit Type:
- Infantry

Wargear:
- Terminator Armour
- The Black Spear
- Storm Shield

Special Rules:
- Combat Tactics
- Independent Character
- Orbital Bombardment
- Chapter Tactics
- Dark Fury
- Eternal Warrior

Chapter Tactics: If you include Asterion Moloc in your Space Marine army, then all units in your army exchange the Combat Tactics special rule for the Preferred Enemy: Space Marines universal special rule. Note that this counts against all Space Marines excepting those drawn from a Chaos-based Codex or army list. If more than one model in your army has the Chapter Tactics special rule, you must choose which version will apply.

Master of the Minotaurs: Lord Asterion Moloc is a HQ choice for a Codex Space Marines army. If you use Asterion Moloc in your army, than you may take no other Space Marine Chapter Master, named or otherwise. If Asterion Moloc is in your army, you may also include one Honour Guard squad. This unit does not count towards your HQ allowance.

Dark Fury: The cold hatred for which the Minotaurs are feared is embodied by Lord Asterion Moloc. Both he and any Space Marine squad he joins gains the Fearless universal special rule and counts as carrying Assault Grenades if they are not already doing so.

The Black Spear; An ancient artefact steeped in blood and said to have once been used by the Adeptus Custodes, the Black Spear is a Relic Blade which houses a powerful single-shot laser weapon. Once per game it can be used to make a shooting attack with the following profile:

Range	STR	AP	Type
12"	8	2	Assault 1, One Use

Orbital Bombardment: See *Codex: Space Marines.*

Eternal Warrior: See *the Warhammer 40,000 rule book.*

TYBEROS THE RED WAKE

Captain of the Nicor, Lord Reaper of the Void, Commander of the Carcharodons

Tyberos the Red Wake was the presumed commander of the Carcharodons during the Badab War. Certainly he was the member of that sinister and mysterious Chapter that communicated with the other Loyalist commanders during the conflict, speaking in no more than a soft whisper that nevertheless carried with it the promise of certain death. Based on the battle barge Nicor, Tyberos led his Terminators in bloody assault after bloody assault, their savagery unmatched in the Badab War.

Never seen outside of his archaic suit of Terminator armour, his face when revealed was a corpse-white nightmare with half the bones of the face exposed in a bloodless grimace, while his eyes were a soulless, depthless black. Those that witnessed him in combat and lived to tell the tale spoke of him as a blood-splattered killing machin moving almost too fast for the eye to see and leaving nothing but mangled and shredded corpses after his passing, yet acting with precise and deadly intention in combat as if every slaughter was cold calculated beforehand rather than the product of mere rage.

TYBEROS THE RED WAKE .... **190 POINT**

	WS	BS	S	T	W	I	A	LD	SV
Tyberos	6	5	4	4	3	5	4	10	2+

Unit Composition:
- 1 (Unique)

Unit Type:
- Infantry

Wargear:
- Terminator Armour
- Hunger & Slake
- Teleport Homer

Special Rules:
- And They Shall Know No Fea
- Combat Tactics
- Independent Character
- Chapter Tactics
- Battle Fever
- The Red Brethren

Chapter Tactics: The Carcharodons are subject to a killing frenzy almost unheard of among Space Marine Chapters, and whose nature skirts the very edge of the darkest heresy. If you include Tyberos in your Space Marine army, then all units in your army exchange the Combat Tactics special rule for the Furious Charge universal special rule. Additionally any squad or independent character affected by Tyberos' Chapter Tactics becomes subject to the Rage universal special rule for the rest of the game once they have won a hand-to-hand combat with an infantry unit. Mark the squad with a suitable counter, etc, when this happens. If more than one model in your army has the Chapter Tactics special rule, you must choose which version will apply.

The Red Brethren: If Tyberos is chosen, then a single Lightning Claw-equipped Assault Terminator squad may be taken as a Troops choice in your Space Marine army. In addition any Space Marine infantry model in the army armed with a bolt gun may exchange it for a close combat weapon for free.

Battle Fever: Should Tyberos become subject to the Rage universal special rule (see his Chapter Tactics previously), he also gains the Preferred Enemy universal special rule against the army type of the unit he defeated.

Hunger & Slake: Tyberos' Terminator armour is equipped with a pair of unique power weapons with which he has developed a murderous degree of skill. Named 'Hunger' and 'Slake', each of these heavy gauntlet-like devices of uncertain origin combine barbed power-blades and an inner maw fitted with mechanised adamantine teeth. With these weapons, Tyberos counts as being equipped with both a Chainfist and a Lightning Claw, and may divide up his close combat attacks freely between these two weapon types at the start of any Assault phase he is involved in. Note that this division must be openly declared before any blows are struck that Assault phase, and the bonus attack for using two weapons has already been included in his profile.

Master of the Carcharodons: Tyberos the Red Wake is a HQ Choice for a Codex: Space Marines army. If you have him as part of your army you may not also have any other Chapter Master, named or otherwise.

Tyberos allows you to take either a Space Marine Command Squad or an Honour Guard squad in your army. This unit is a HQ choice and does not count against your army's HQ allowance.

CAPTAIN SILAS ALBEREC

Commander of the Exorcists 3rd Company, Wielder of the Hellslayer, Keeper of Vigils

A mighty Space Marine, whose Ogryn-like stature has him towering over even his fellow Battle Brothers, Silas Alberec is a phenomenal warrior whose strength has become legendary within his Chapter. But it is not only for his physical power that Alberec has been hailed, for his brutish exterior conceals a sharp mind and an extraordinary will, both of which have been tested in the harshest circumstances imaginable.

While still but a neophyte Scout of the Exorcists 10th Company, Silas Alberec was assigned to a small strike force assisting an Ordo Malleus Inquisitor named Kahzan in combating a suspected daemonic infestation aboard the Mars class battlecruiser Sundered Star. When the tainted ship began to phase in and out of reality, plunging all aboard into the nightmarish realm of the Warp, body and soul; the casualities were enormous, and Silas Alberec was one of the few to survive, dragging the maimed Inquisitor out to a salvation pod before the Sundered Star disappeared forever into the jaws of hell. This was but the first of scores of acts of courage and fortitude attributed to him, earning him an eventual place as Captain of the Exorcists 3rd Company and Chapter's Keeper of Vigils and adjutant of the Orison of the Broken Tower, one of the few non-psykers to be granted the title.

Captain Silas Alberec commanded the Exorcists contingent during the Badab War, his Chapter intervening once the Secessionists had been declared Excommunicate Traitoris in 908.M41. The Captain, huge in stature even for a Space Marine, gained great fame and recognition for himself in the Badab War, leading his Space Marines in several noteworthy engagements. The first of these being the taking of the armed merchantman Scyuz-Maru during the second Battle of Sagan, and the last being during the bloody attack on the vital and heavily defended Sentinel-Sigma station during the fall of Badab. In this latter battle, Captain Silas Alberec wielded the Hellslayer to great effect, rapidly smashing his way through armoured bulkheads under a heavy Astral Claws resistance and felling the Chaplain Arkil Lionsmane in personal combat despite suffering grievous wounds in prior battles. The Exorcists' otherwise exemplary role in the Badab War would be tarnished however when their blockade of the Badab system failed in the confusion of the final hours of the siege, allowing some of Huron's followers to escape with their master's broken body.

CAPTAIN SILAS ALBEREC .... 155 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Silas Alberec	6	5	5	4	3	5	3	10	3+

Unit Composition
- 1 (Unique)

Unit Type
- Infantry

Wargear
- Power Armour
- Iron Halo
- The Hellslayer
- Bolt Pistol
- Frag and Krak Grenades
- Teleport Homer

Special Rules:
- And They Shall Know Fear
- Combat Tactics
- Independent Character
- Soul-Seared
- Implacable Discipline

The Hellslayer: Reputedly gifted to him personally by the Holy Ordos of the Inquisition for reasons that remain shrouded in secrecy, the Hellslayer is a massive barbed and sigil-etched power-mace that is a deadly bane to the witch and the daemon, and is crafted from ultra-dense alloys so heavy only one of Alberec's massive stature could wield it. The Hellslayer is a two-handed weapon that counts as a master-crafted Thunder Hammer, and against targets which are either daemons, or possess psychic powers of any kind, all successful hits wound automatically.

Implacable Discipline: Space Marine units in a force that includes Alberec may re-roll failed pinning checks, while Alberec himself has the Feel No Pain universal special rule.

Soul-Seared: Alberec has stared into the abyss and survived the nightmare fury of the Warp unbroken, and upon his initiation into the inner mysteries of his Chapter his skin and bones were graven with powerful hexagramitic wards against the psyker's arts in a ritual that only one of his grim endurance could have survived. All psychic powers directed at him and any unit he has joined and/or vehicle he is being transported in are nullified on a 4+.

Company Captain: Silas Alberec is a HQ choice for a Codex Space Marines army. As a Company Captain, Silas Alberec allows you to take a Space Marine Command Squad in your army. This unit is a HQ choice and does not count against your army's HQ allowance.

CAPTAIN ZHRUKHAL ANDROCLES

Captain of the Star Phantoms 9th Company, 'Siegebreaker'

egarded as a grim and relentless warrior, even among a Chapter here such aspects of character are commonplace, Zhrukhal ndrocles was the captain of the Star Phantoms 9th Devastator serve company and was destined to play a crucial role in the final reat battle of the Badab War.

hrukhal Androcles first made his name in the bitter wars of the allitzin Succession fighting traitor guard elements of the Sentrek eemen, where as Devastator sergeant, he and his squad accounted r no less than fifty-eight tank kills in a single day's fighting on strakhan. Later during the Battle of Orsha, Androcles breached the negade's Leviathan with melta-charges and led a rag-tag assault rce within, systematically butchering the traitor's command as the attle raged around them. Fighting his way to the main gun deck, hrukhal Androcles ripped apart the corrupted engineseers that anned the cannon with his powerfist before turning the colossal ar machine's heavy batteries against the traitors, turning the tide f the battle. Zhrukhal Androcles' rise within the Star Phantoms was eteoric and he was swiftly appointed to the command of the Star hantoms' powerful and respected 9th Company, earning the epithet iegebreaker' during the counter-invasion of Muertar Prime.

During the climatic battle for the Palace of Thorns on Badab Primaris, Captain Zhrukhal Androcles was entrusted to the command of one of the strike forces attacking the heavily defended palace citadel. Androcles' Star Phantoms pressed on through the shattered cityscape in some of the fiercest close fighting of the war, battling their way through fierce counterattacks by the Astral Claws as well as multiple minefields and death traps, pressing on despite suffering huge casualties. As the citadel's lightning field began to fail, Androcles and his surviving Star Phantoms were in a unique position to force a breach through the maze of catacombs beneath the palace, and as dark fate would have it, Androcles' own detachment encountered none other than Lugft Huron and his bodyguard endeavouring to make their escape. The battle that followed was swift and bloody, and the Star Phantoms force was wiped out to a Marine, but recovered data from the aftermath reveals that with his dying strength Captain Zhrukhal Androcles managed to unleash a melta-blast at point blank range into the Tyrant of Badab, dealing him a mortal blow.

APTAIN ZHRUKHAL ANDROCLES..155 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Zhrukhal Androcles	6	5	4	4	3	5	3	10	3+

nit Composition:
1 (Unique)

Unit Type:
- Infantry

Wargear:
- Power Armour
- Power Fist
- Combi-melta
- Frag and Krak Grenades
- Iron Halo

Special Rules:
- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Master of Destruction
- Commander of the 9th Company

Master of Destruction: Once per turn, either Zhrukhal Androcles himself, or a single chosen Space Marine unit within 6"of Androcles may gain the benefit of his extensive experience and skill in taking out enemy fortifications and vehicles. The chosen unit adds +1 to their rolls on the damage chart against all targets (including buildings and bastions) with an Armour Value that turn. This bonus is cumulative with any other bonus gained as a result from a weapon's special rules, etc.

Commander of the 9th Company: Zhrukhal Androcles' personal forces comprise his Chapter's heavily armed 9th company Devastator reserve. As such, if Zhrukhal Androcles is present in the army, then Devastator squads may be taken as Elite as well as Heavy Support choices.

Company Captain: Zhrukhal Androcles is a HQ choice for a Codex Space Marines army. As a company captain, Zhrukhal Androcles allows you to take a Space Marine Command Squad in your army. This unit is a HQ choice and does not count against your army's HQ allowance.

VAYLUND CAL

Iron Thane of Atropos War Clan, High Artificer of the Sons of Medusa, Scion of the Moirae

Undisputed master of the Atropos War Clan of the Sons of Medusa, Vaylund Cal is an Iron Thane, with the dual role of master weapon-smith and war leader. A soullessly cold and emotionless figure of hulking black metal and emerald armour, it is almost impossible to tell where, in his case, the man ends and the machine begins. A fanatic believer of the Moirae Sect of the Cult Mechanicus, Cal is renowned for employing Devastators squads with extremely high levels of deliberate cybernetic augmetics in his clan forces, skirting what some more traditional Space Marines would see as a heresy against the Emperor's divine order. These squads are then deployed in implacab advance against the enemy, ruthlessly and systematically gunning down their foes.

During the Badab War, the inhuman Vaylund Cal and the Sons of Medusa were treated with suspicion by many of their fellow Loyalis both because of his Chapter's widespread deviation from the tenets of the Codex Astartes and because it was believed by many that the had ulterior and perhaps darker motives for their part in the war.

VAYLUND CAL..215 POINT

	WS	BS	S	T	W	I	A	LD	SV
Vaylund Cal	5	5	5	6	3	4	2	10	2+

Unit Composition:
- 1 (Unique)

Unit Type:
- Infantry

Wargear:
- Artificer Armour
- Servo-Harness
- Thunder Hammer
- Iron Halo

Special Rules:
- Fearless
- Chapter Tactics
- Independent Character
- Combat Tactics
- Blessings of the Omnissiah
- Purge the Weak
- Opus Machina

Chapter Tactics: The Sons of Medusa follow closely the tenets of their Iron Hands forebears, purging the weakness of the flesh with the purity of the machine, and indeed go even further than their progenitors in this regard thanks to the dangers they face as a space-born crusading Chapter. If you include Vaylund Cal in your Space Marine army then all units in your army exchange the Combat Tactics special rule for the Fearless universal special rule. If more than one model in your army has the Chapter Tactics special rule, you must choose which version will apply.

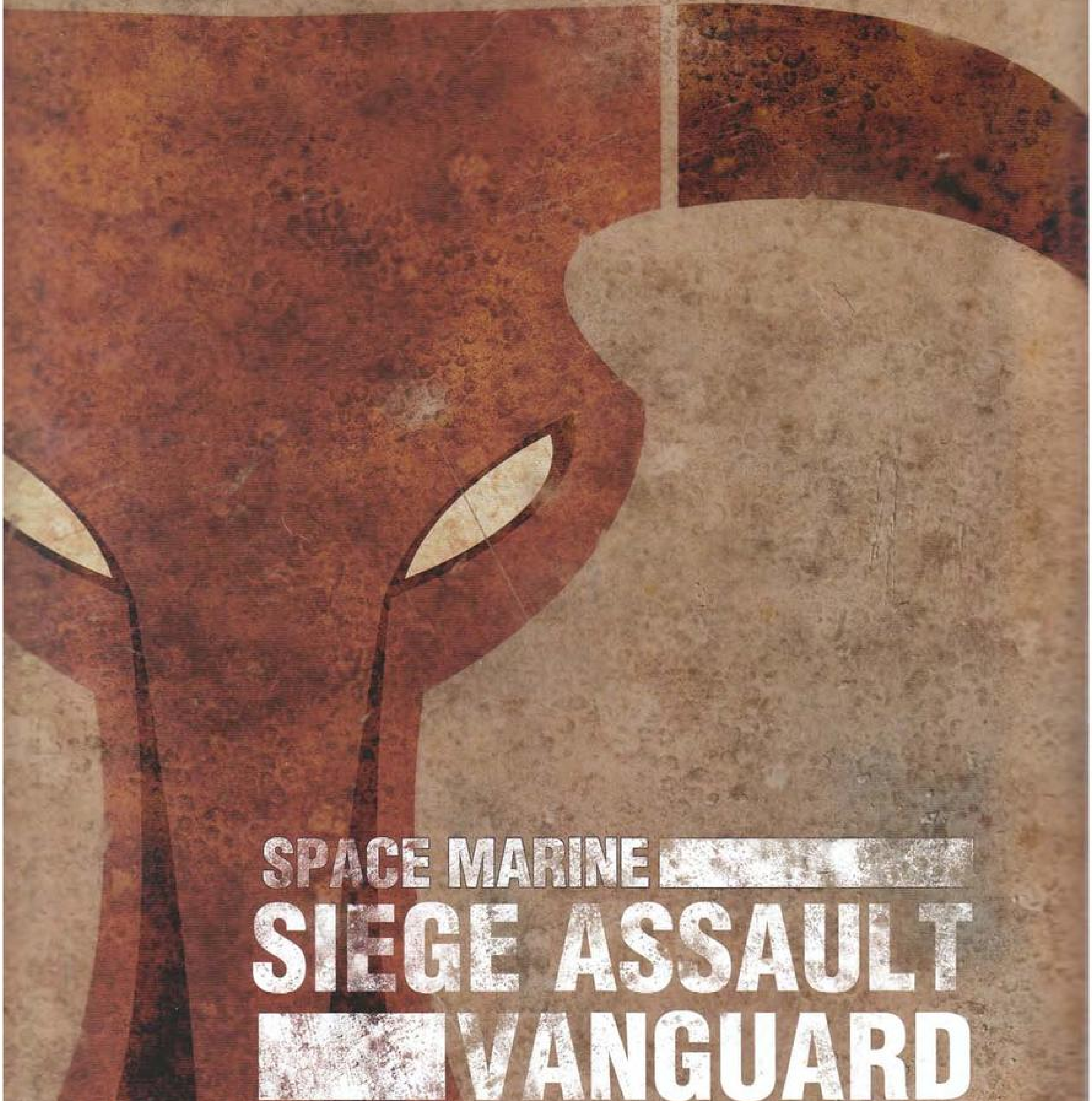
Purge the Weak: Any Devastator squad suitably modelled to represent their cybernetic augmentation taken as part of an army that contains Vaylund Cal gains the Feel No Pain universal special rule, but may not run or make sweeping advances.

Blessings of the Omnissiah: See *Codex: Space Marines.*

Opus Machina: Vaylund Cal's augmetic body is a testament to his lifetime's work and what little remains of his organics are shot through with bionic and auto-sanguinary systems that increase his strength and endurance beyond even the superhuman levels of a Space Marine. The game effects of this have already been included in his profile and he also should be modelled on a 40mm base.

Iron Thane: Vaylund Cal is a HQ choice for a Codex Space Marines army. If you take Vaylund Cal as part of your army, you may not also take a Space Marine Chapter Master, named or otherwise.

Lord of the Armoury: Vaylund Cal is one of the Sons of Medusa's Masters of the Forge in addition to commanding its Atropos Clan Company. As such if he is included in the army, then Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts may be taken as Heavy Support choices as well as Elites choices.



SPACE MARINE

SIEGE ASSAULT VANGUARD

IRRESISTIBLE FORCE

The Space Marines are the paramount military force of the Imperium, and beyond their superhuman abilities and powerful wargear, what makes them so is their flexibility and mastery of the differing patterns of battle. The principal treatise in which the various tenants and articles of Space Marine warfare are laid down is the famed *Codex Astartes* of Roboute Guilliman, Primarch of the Ultramarines Legion. In this text are the fundamentals of the strategies and tactics at which the Space Marines excel; lightning strikes and erciless attacks from orbit, filtration campaigns, targeted estruction and brutal close-uarter assaults against seemingly verwhelming odds. Also dealt with the Codex are various patterns nd deployments for other theatres f warfare, where a Chapter's ommonly employed assets such s drop pods may be unsuitable or nusable, from the hellish scouring f enemy held tunnel complexes direct facing assaults against rtified bastions within steel-skied ive cities or shielded by murderous nti-aircraft fire. The sections of e *Codex Astartes* which deal with iegecraft and other such matters re based not only on Guilliman's wn wisdom but drawn from many onsiderable sources both from the me of the Great Crusade, such as Rogal Dorn's *Factura Terranus* and ther far more ancient works. Space Marine siege tactics are savage, irect and overwhelming, they schew grinding attrition and the low pounding assaults for which the mperial Guard is far more suited, ut instead focus the armoured night of the Chapter in a single rushing impact able to smash the nost heavily defended objective to dust. The hardened killing edge of he Space Marine force in this case s usually referred to as a Siege Assault Vanguard, behind which the night of the Chapter is gathered to ttack.

To Sunder and Destroy

The Space Marine Siege Assault Vanguard is a variation of the standard Space Marine army list ound in *Codex: Space Marines* and is not intended to replace it but rather offers an interesting alternative for your games focused around heavily armoured assault. It has a number of advantages in focusing the power of your Space Marines in this way, but also has its limitations both in choice and play style. It's great if you want an army in which you can bring lots of tanks and Dreadnoughts to bear, and very characterful for Space Marine Chapters found within the Badab War such as the Minotaurs and Sons of Medusa, although just about any Chapter can field this kind of force if the need arises (with some variation in style). The Siege Assault Vanguard is specifically constructed with larger Battle Mission games of Warhammer 40,000 in mind (between 2,000 and 3,000 points say) and will work best at these levels. It can be used in smaller games, but you'll be somewhat restricted in your force selection, and you can also use the army in conjunction with expansions such as Planet Strike or Blood in the Void (see *Imperial Armour 9*). You may however find a few anomalies thrown up that need to be resolved with a touch of common sense where this is the case. The Siege Assault Vanguard army also makes for a very, very vicious force in a Cities of Death battle and the fantastic core of a Space Marine Apocalypse-level army.

Siege Assault Force Models

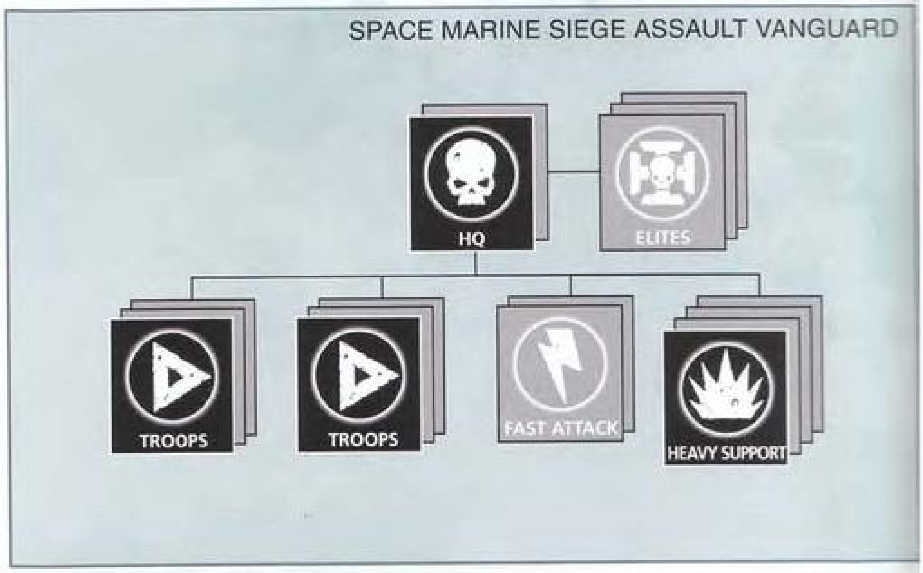
As a variant of the standard Space Marine Codex army list, the main advantage is that if you already have a Space Marine army, you are already likely to have a Siege Assault force army or at the least the makings of one (especially if like the writer, you have a tendency to buy more tanks and Dreadnoughts than you can ever use in a regular game!) Building a Siege Assault Vanguard force also lets you go to town on heavy armour and heavy troops for your expanded Space Marine force. Building up a Siege Assault Vanguard is also a great excuse to do some conversions, and perhaps add some siege-force specific colour schemes, basing, campaign markings and the like to your forces.

Using a Force Organisation Chart

This army list is intended to be used with a force organisation chart as found in the *Warhammer 40,000 Rule Book* depending on the mission you will be playing. Each chart is split into five categories that correspond to the sections shown here in the army list, and each category has one or more boxes. Each light tone box indicates that you may take one choice from that section of the army list, while a dark tone box means that you must make a compulsory choice from that section.

Note that unless a model or vehicle form part of a squad or squadron or is noted otherwise in its rules, it counts as a single choice from those available to the army.

The following illustration represents the force organisation chart used for Space Marine Siege Vanguard standard Battle Missions, which is slightly different to that found for standard armies and reflects their unique composition and purpose. Others may be found in other Warhammer 40,000 supplements. For more information on force organisation charts and using army lists, please refer to the *Warhammer 40,000 Rule Book*.



Using the Army List

Decide on a points total for the game you will be playing (this may also depend on the mission if you have chosen a specific one in advance). Then build your army by making choices from the army list. To make a choice, look at the relevant section of the army list and decide which units you want to have in your army and what upgrades you want to give that unit (if any) from those available in its listing. Remember, you should not field models equipped with weapons and wargear not shown on the model itself. This includes vehicle upgrades. Once this is done, subtract the points value of the unit from your total points before making another choice and so on. Continue with this until you have used up all the points to the total that you will be using in the game.

Some units have their own restrictions on use in addition to their place in the force organisation chart; these will be listed in the individual unit entries.

SPECIAL RULES

Note that this army list has been designed to be used in conjunction with *Codex Space Marines*, and unless an entry from that Codex has not been substantially altered or added to it has not been repeated here in full for sake of brevity. All listed Space Marine special rules apply to the Siege Assault Vanguard force, as does any pertinent Chapter Tactics rule gained from unique Independent Characters chosen to form part of the army.

Note that there are a number of options featured in *Codex Space Marines* that are not available to the Siege Assault Vanguard force (Drop Pods, Bikes, Scouts, etc). This is intentional rather than an omission and reflects the singular nature of the force's use and deployment.

The Siege Objective

Space Marine Siege Assault Vanguard forces are not casually formed as a standard pattern of attack or deployment for a Space Marine Chapter, even for those that favour such apocalyptic warfare over other styles of conflict. Instead they are created for a highly specific purpose, most commonly the breaching of an enemy line or the taking of a heavily defended objective simply too important to a wider conflict to allow it to remain in enemy hands. In order to represent this in the game, a special Siege Objective is used in addition to any other Battle Mission victory conditions for the particular game you are playing.

The Siege Objective is a 40mm marker suitably modelled and provided by the Siege army player that must be placed by his opponent within their deployment zone before deployment or the game begins. This placement may not occur within impassable terrain or within 6" of the table edge and must be at 'ground level'. If used in conjunction with other objectives in a particular mission, make sure the Siege Objective is distinct in some way so both players can tell which is which.

Regardless of any other victory conditions for the battle, unless the player with the Siege Assault Vanguard force has taken this special Siege Objective or wiped out their enemy completely, they can never do better than draw the game.

And They Shall Know No Fear

See *Codex Space Marines*

Combat Tactics

See *Codex Space Marines*

Chapter Tactics

See *Codex Space Marines*

Universal Special Rules

Furious Charge, Counter-Attack, Tank Hunters, etc. See the *Warhammer 40,000* rule book for details.

Designer's Note: The Siege Objective– You may have just read the previous rule and said to yourself *"but that's unfair!"* and you would be right, in essence. You will have to do more to win than the enemy when using this army list. However, it exists here as a rule both to counterbalance some of the quite deliberately powerful options and advantages presented within the Siege Assault Vanguard army over the norm, and also actively encourages an aggressive and attack-committed play style when using the army. This is very much part of the Siege Assault army's 'narrative' in the game and can make for some very exciting match-ups on the tabletop. It is the war they are built for so to speak; the forlorn hope that must succeed and the hammer of the Emperor that cannot be stayed, so have fun with it!

HQ

SPACE MARINE SIEGE MASTER .... **135 POINTS**

	WS	BS	S	T	W	I	A	LD	SV
Siege Master	6	5	4	4	3	5	3	10	2+

According to the tenets of the Siege Assault Vanguard as laid out in the Codex Astartes the force's overall tactical command is placed in the hands of a single warrior in the field, the Siege Master, whose task it is to direct the assault first hand. The provisions state that the Siege Master is to be equipped with the finest panoply of the Chapter including advanced battlefield augury and signum systems where possible. Traditionally in most Codex Chapters this task will fall to the Captain of the 3rd Company, who also holds the title of Master of the Arsenal (or its equivalent), although this is not always the case. Instead many Chapters will merely appoint the most senior Captain or other high ranking Space Marine available to the position, which carries with it great honour and glory.

Unit Composition:
- 1 Siege Master

Unit Type:
- Infantry

Wargear:
- Artificer Armour
- Bolt pistol
- Chainsword
- Frag and Krak grenades
- Iron Halo
- Signum

Special Rules:
- Independent Character
- And They Shall Know No Fear
- Combat Tactics
- Siege Master

Dedicated Transport:
- None

Options:
- The Siege Master may replace their bolt pistol and/or chainsword with one of the following options:
  - Bolt gun .... Free
  - Combat shield .... +5 points
  - Storm bolter .... +5 points
  - Combi melta, combi plasma or combi flamer .... +10 points
  - Plasma pistol, power weapon, storm shield, lightning claw. +15 points
  - Power fist .... +25 points
  - Relic blade, thunder hammer or pair of Lightning claws...... +30 points

- The Siege Master may also have Melta bombs .... +5 points

- The Siege Master may also take a auxiliary grenade launcher .... +15 points

- The Siege Master may also take a teleport homer .... +15 points

Command Squad: If you have a Siege Master in the army then he may also be accompanied by a Space Marine Command Squad (see *Codex: Space Marines* for details). This unit is a HQ choice but does not count against your army's HQ allowance. This Command Squad may also take a Land Raider Prometheus as a dedicated transport option for 270 points (see page 187).

Siege Master: The Siege Master oversees an extensive command and control network and is able to co-ordinate the assault of their forces perfectly. As a result the player may re-roll any Reserve roll to bring on units in a Battle Mission (whether the player's Reserve roll was successful or unsuccessful, it's their choice) In addition the force under the Siege Master has its pick of veteran units and specialised equipment. Before the army is deployed the owning player may pick a single unit, which may be an infantry unit (including any dedicated transport), tank or vehicle squadron. That unit has either the Tank Hunter or Furious Charge universal special rule for this game. Which unit this is must be noted down before the game begins.

SPACE MARINE CHAPTER MASTER .... **SEE *CODEX SPACE MARINES*** *(May not take a Space Marine Bike)*

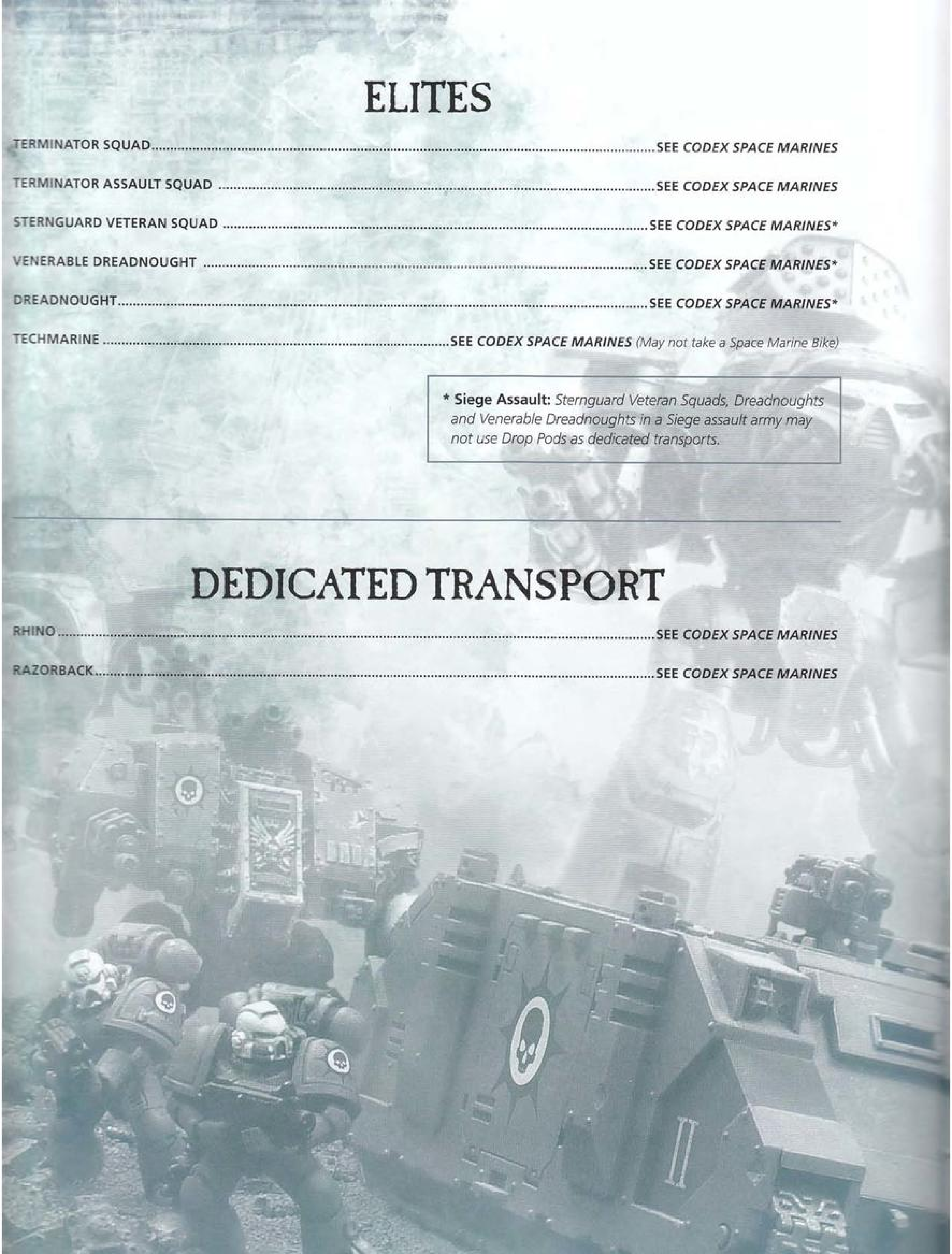
SPACE MARINE CAPTAIN .... **SEE *CODEX SPACE MARINES*** *(May not take a Space Marine Bike)*

SPACE MARINE LIBRARIAN .... **SEE *CODEX SPACE MARINES*** *(May not take a Space Marine Bike)*

SPACE MARINE CHAPLAIN .... **SEE *CODEX SPACE MARINES*** *(May not take a Space Marine Bike)*

MASTER OF THE FORGE .... **SEE *CODEX SPACE MARINES*** *(May not take a Space Marine Bike)*

UNIQUE CHARACTERS .... *Unique (named) Independent Characters chosen from* ***CODEX SPACE MARINES, IMPERIAL ARMOUR VOLUME 9*** *and* ***IMPERIAL ARMOUR VOLUME 10*** *may also be chosen as HQ choices for this Siege Assault force army list.*



ELITES

TERMINATOR SQUAD .... SEE *CODEX SPACE MARINES*

TERMINATOR ASSAULT SQUAD .... SEE *CODEX SPACE MARINES*

STERNGUARD VETERAN SQUAD .... SEE *CODEX SPACE MARINES**

VENERABLE DREADNOUGHT .... SEE *CODEX SPACE MARINES**

DREADNOUGHT .... SEE *CODEX SPACE MARINES**

TECHMARINE .... SEE *CODEX SPACE MARINES* *(May not take a Space Marine Bike)*

* **Siege Assault:** *Sternguard Veteran Squads, Dreadnoughts and Venerable Dreadnoughts in a Siege assault army may not use Drop Pods as dedicated transports.*

DEDICATED TRANSPORT

RHINO .... SEE *CODEX SPACE MARINES*

RAZORBACK .... SEE *CODEX SPACE MARINES*

DEDICATED TRANSPORT

LAND RAIDER PROMETHEUS..270 POINT

	BS	Armour F	Armour S	Armour R
Prometheus	4	14	14	14

The Prometheus is a relatively rare variant pattern Land Raider of uncertain origin designed as a command and control vehicle. The tank has the ability to act as a highly effective battlefield communications hub for a Space Marine task force, with the added benefit of being a front line vehicle with the Land Raider's legendary survivability and a powerful anti-infantry armament of heavy bolters. It is able to transport a full squad into the heart of battle, making the Prometheus a favoured command vehicle in many siege forces for those Chapters fortunate enough to possess them.

Unit Composition:
- One Land Raider Prometheus

Unit Type:
- Vehicle (Tank)

Transport Capacity:
- 10 models

Wargear:
- Searchlight
- Smoke launcher
- Two sponsons, each with two twin-linked heavy bolters

Special Rules:
- The Power of the Machine Spirit
- Assault Vehicle
- Battle Auspex
- Improved Comms

Options:
- The Land Raider Prometheus may take any of the following:

- Pintle-mounted storm bolter	+10 points per mod
- Hunter-killer missile	+10 points per mod
- Extra armour	+15 points per mod

Power of the Machine Spirit: A Land Raider can fire one more weapon than would normally be permitted based upon its Movement speed. This weapon may be fired at a separate targe if desired. A Land Raider may also fire a single weapon even if it has suffered a Crew Shaken or Crew Stunned result that turn.

Assault Vehicle: Models disembarking from any access point on a Land Raider can launch an assault on the turn they do so.

Battle Auspex: Thanks to its sophisticated auspex array, the Prometheus has the Night Vision universal special rule.
In addition it reduces the cover saves of enemy targets it fires o by 1 (so a 4+ cover save becomes a 5+ and so on).

Improved Comms: The Prometheus ties its sophisticated scanners into a powerful comms system to co-ordinate attacks. The presence of one or more Land Raider Prometheus on the battlefield adds +1 to the results of the owning player's reserve rolls if they wish (note this effect is not cumulative with other bonuses).

TROOPS

SIEGE DREADNOUGHT TALON .... **SEE BELOW**

				Armour				
	WS	**BS**	**S**	**F**	**S**	**R**	**I**	**A**
Ironclad Dreadnought	4	4	6	13	12	10	4	2(3)
Siege Pattern Dreadnought	4	4	6	12	12	10	4	2

In the arsenal of the Space Marines there is no greater nor more effective siege weapon than the Dreadnought. These supremely powerful robotic war machines house within them the undying remains of a great hero of the Chapter's past who brings with them the blood-bought battle wisdom of the ages, and wields weapons of a size and power beyond that of even a Terminator to carry into battle. When formulating a Siege Assault force, any Codex Chapter with the capacity to do so will look to field a mighty force of these ancients in battle, often using a three-Dreadnought formation known in the Codex Astartes as a 'Talon', comprised of a mixture of heavy armoured 'Ironclad' type Dreadnoughts and standard MKIV and V frames outfitted with specialised siege equipment. Little is able to withstand the fury and momentum of such a force.

Unit Composition:
- Three Dreadnoughts, which may be either of the Ironclad or Siege Pattern type in any combination. Ironclad Dreadnoughts are 135 points each and the Siege Pattern Dreadnoughts are 120 points each.

Unit Type:
- Vehicle (Walker)

Wargear (All):
- Smoke launchers
- Searchlight
- Extra armour

Options (Ironclad):
- Replace storm bolter with heavy flamer .... +10 points
- Replace meltagun with heavy flamer .... +5 points
- Replace dreadnought close combat weapon and storm bolter, with a hurricane bolter .... Free
- Replace seismic hammer with chainfist (inbuilt weapon is retained) .... Free
- Take up to two hunter-killer missiles .... +10 points each
- Take Ironclad assault launchers .... +15 points

Options (Siege Pattern Dreadnought):
- Replace Flamestorm cannon with a multi-melta .... Free
- Take up to two hunter-killer missiles .... +10 points each

Wargear (Ironclad):
- Seismic Hammer with inbuilt meltagun
- Dreadnought close combat weapon with inbuilt storm bolter

Wargear (Siege Pattern Dreadnought):
- Flamestorm cannon
- Assault drill with inbuilt heavy flamer

Special Rules:
- Siege Dreadnought Talon
- Brethren of Ancients
- Move Through Cover (Ironclad Only)

TROOPS

Siege Dreadnought Talon: The Siege Dreadnought Talon is a specific formation of Dreadnoughts designed to operate as a 'clenched fist' on the battlefield to smash through the fiercest resistance, but given the power and individuality of the Dreadnoughts themselves operate more akin to a warrior band than a squadron unit. When first deployed on the battlefield (either at the start of the game or when arriving via reserves later on), the Dreadoughts must be placed within 6" of each other, but afterwards may operate independently, and are not treated as a vehicle squadron.

Brethren of Ancients: The use of Siege Dreadnought Talons is a rare thing, and represents for most Chapters a thing of awe and wonder to see such a mighty awaking of the Ancients to do battle. In any given Siege Assault force, the number of Siege Dreadnought Talons chosen may not exceed half the number of Troops selections taken on the force organisation chart for the force, rounded down. (Ie. if a particular Siege Assault army had a total of four Troops selections, up to two may be Siege Dreadnought Talons. If the total Troops selections was five, then two may be Siege Dreadnought Talons, if six, then three, etc)

In addition, if more than half of the Dreadnoughts in your force (including any not part of any Siege Dreadnought Talons you possess) are destroyed during the course of the game, any remaining Dreadnoughts in your army of any kind become subject to the Rage universal special rule unless immobilised.

Assault Drill with inbuilt Heavy Flamer: A purpose designed siege weapon, the Assault Drill counts as a Dreadnought close combat weapon which also gains an additional +D6 to penetrate the armour of bunkers, fortifications, bastions and other buildings as well as any vehicle that is classed as being stationary that turn. The weapon incorporates a heavy flamer which, in addition to being used as normal, if the Dreadnought close combat weapon inflicts a penetrating hit against a building or vehicle that is occupied but the target is not destroyed outright, then all models inside suffer a single Heavy Flamer hit automatically after the Dreadnought's other attacks have been resolved. (Str 5, AP 4, distributed as per wounds from a shooting attack). Note that this flamer hit only occurs once per combat phase, not once per hit!

In Cities of Death games, Dreadnoughts equipped with an Assault Drill automatically count as being equipped with a Wrecker stratagem for free.

Ironclad Assault Launchers: A Dreadnought fitted with these counts as being equipped with both Assault and Defensive grenades.

TROOPS

SPACE MARINE TACTICAL SQUAD .... SEE *CODEX SPACE MARINES**

*** Siege Assault:** Tactical Squads in a Siege assault army may not use Drop Pods as dedicated transports.

Siege Mantlets (Additional Tactical Squad Special Rule): Space Marine Tactical Squads taken as part of this army also have the option of using special issue siege mantlets for assaulting heavily fortified positions. These mantlets are large portable ablative armoured shields with integrated fire ports designed to soak up fire of the kind that would penetrate even power armour in sufficient volume. They are bulky items of wargear however, and must be cast aside in close quarter fighting and also slow down the Space Marine carrying them. For these reasons some Space Marine Chapters eschew their use, however for others who favour grinding sieges or who lack sufficient stockpiles of Terminator armour for use in heavy assaults, mantlets are a valued resource.

Space Marines with Siege Mantlets must be modelled appropriately with a large shield of some kind. A Siege Mantlet equipped squad may re-roll failed armour saves against Shooting attacks only. Siege Mantlet equipped squads may not run or make Sweeping Advances or be transported in Rhinos or Razorbacks. Independent Characters joining a Siege Mantlet equipped unit gain their benefits while part of the unit, but also must abide by their restrictions.

- Siege Mantlets........ +50 points per squad

(If taken, the squad may not have a dedicated transport)

SIEGE ASSAULT SQUAD .... 175 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Veteran Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

In protracted sieges and close assaults, the Space Marines' favoured sudden strikes and drop assaults are not always possible, and only direct ground attack, often committed through a murderous hail of enemy fire can achieve victory. As with other spheres of warfare, Space Marines excel in such hellish battles, able to overcome fearful odds and triumph in assaults that for regular forces would simply be suicide. The mainstay of Space Marine Siege forces are usually composed of Assault squads drawn from the Chapter reserve, outfitted with specialised equipment, and mounted often in the most powerful and heavily armoured of Space Marine tanks, the Land Raider, this being the function the tank is designed to serve.

Unit Composition:
- 9 Space Marines
- 1 Veteran Sergeant

Unit Type:
- Infantry

Wargear:
- Power armour
- Bolt pistol
- Chainsword
- Frag and Krak grenades

Special Rules:
- And They Shall Know No Fear
- Combat Tactics
- Combat Squads
- The Tip of the Spear

Dedicated Transport:
- The Siege Assault Squad may take a Land Raider, Land Raider Crusader or Land Raider Redeemer as a dedicated transport. (See Codex Space Marines)

Options:
- Up to two Space Marines in the squad may exchange either their bolt pistol or Chainsword for a:

- Flamer	+5 points per model
- Meltagun	+10 points per model
- Plasma Pistol	+15 points per model
- Power weapon	+10 points per model

- The Veteran Sergeant may replace their bolt pistol and/or their chainsword with one of the following options:

- Chainsword	Free
- Storm bolter	+5 points
- Combi melta, combi plasma or combi flamer	–10 points
- Plasma pistol	+15 points
- Power weapon or lightning claw	+15 points
- Power fist	+25 points
- Thunder hammer or pair of lighting claws	+30 points

- The entire squad may be equipped with Melta Bombs for +30 points

- The entire squad may be equipped with Combat Shields for +25 points

The Tip of the Spear: Siege Assault Squads are formed with the express purpose of closing with the enemy and crushing all resistance. As a result Siege Assault Squads may re-roll their Sweeping Advance rolls to catch retreating enemies.

FAST ATTACK

AESTUS ASSAULT RAM ....275 POIN

		Armour		
Caestus	BS	F	S	R
Assault Ram	4	13	13	11

Options:

- A Caestus Assault Ram may be upgraded with any of the following
- Teleport Homer ....+15 poi
- Frag Assault Launchers ....+10 poi

ssault rams are attack craft intended to participate in close range oarding actions in space. They can also act as drop-assault vessels or direct orbital attack and are armed with a powerful magna-melta o burn through starship hulls and fortifications. Compact and heavily rmoured, the Caestus is intended not only to survive direct collision vith an enemy, it is designed for it!

omposition:
- 1 Caestus Assault Ram

nit Type:
- Vehicle (Tank, Skimmer, Fast)

Access Points:
- Two front ramps.

Transport:
- 10 models (see Special Rules)

Wargear:
- One twin-linked hull-mounted Magna-melta
- Extra Armour
- Wing-mounted Firefury missile battery

Special Rules:
- Assault Vehicle
- Misericorde
- Caestus Ram
- Afterburners
- Deep Strike

Assault Vehicle: Models disembarking from the Caestus Assault Ram can launch an assault on the turn they do so (providing the Caestus did not Deep Strike).

Caestus Ram: The vessel is purpose built to survive smashing into a heavily armoured structure, and its forward prow is augmented with field generators. When conducting a ram attack, the Caestus' player can roll two dice and pick the higher number when determining if it has penetrated the target's armour and add +1 to any rolls on the damage chart that it uses. In addition the Caestus has an invulnerable save of 5+ against any attacks against its front armour, including any damage it suffers as a result of carrying out a ram or being rammed itself from the front.

Magna-Melta: A heavy, short ranged area-effect heat cannon, the magna-melta is designed to turn a large cubic volume of star ship hull-plating to liquid slag. Its effects on less durable targets such as battle-tanks and living matter are unsurprisingly catastrophic.

Weapon	Range	Strength	AP	Type
Magna-Melta	18"	8	1	Heavy 1, 5" Blast, Melta

Teleport Homer: Caestus are often fitted with relay signal boosters to assist in Terminator teleporter attacks during the confusion of a space battle. They are of equal use in ground operations allowing the Chapter's Terminators to home in accurately on the breach formed by the ram's attack. Terminator models in the same army as the Caestus Assault Ram wishing to deep strike within 6" of the model will not scatter, so long as the Caestus has not moved Flat Out that turn.

Misericorde: The ram's two hull booms contain heavily armoured compartments each fitted with multiple retractable inertial suppression clamps which lock transported troops in place and protect them from impact. As a result the Caestus Assault Ram has a transport capacity of ten models which must either be in power armour, artificer armour or Terminator armour (Contrary to the usual rules.)

Frag Assault Launchers: A unit charging into close combat on the same turn that it disembarks from a Caestus Assault Ram equipped with this upgrade system counts as being equipped with Frag grenades.

Afterburner: The Caestus Assault Ram is fitted with additional short-fire rocket motors and afterburners to allow it to swiftly reach its target. When going Flat Out, it may move up to 36" rather than 24".

Firefury Missile Battery: The Firefury is a rapid-firing missile launcher designed to discharge all of its munitions within a few seconds, saturating its target with micro-warheads.

WEAPON	RANGE	STRENGTH	AP	TYPE
Firefury	36"	6	4	Heavy 4, 3" blast, twin linked, one use

A Caestus Assault Ram is a Fast Attack choice in a Codex: Space Marines, Codex: Black Templars, Codex: Space Wolves or Codex: Dark Angels army.

FAST ATTACK

ULT SQUAD .... **SEE *CODEX SPACE MARINES*****

UARD VETERAN SQUAD .... **SEE *CODEX SPACE MARINES*****

* **Siege Assault:** *Assault Squads and Vanguard Veteran Squads in a Siege assault army may not use Drop Pods as dedicated transports.*

HEAVY SUPPORT

TOR TANK SQUADRON .... **60 POINTS PER MODEL**

		Armour		
	BS	F	S	R
ator Tank	4	13	11	10

dator is the standard Space Marine light tank design, and well armed, it makes for both an able tank and a squad support vehicle. In siege assault forces rs are often used to provide mobile fire-bases which weep enemy redoubts in order to suppress the foe in of an infantry attack, or use concentrated lascannon ttack key gun positions and enemy strong points.

position:
edator tank squadron
posed of 1-3 Predator

:
(Tank)

Wargear:
- Searchlight
- Smoke launcher
- Autocannon

Options:

- Any model may exchange its Autocannon for a:
  - Twin-linked lascannon .... +45 points

- Any model may take a pair of Sponsons armed with:
  - Heavy bolters .... +25 points per model
  - Lascannons .... +60 points per model

- Any model may take any of the following:
  - Pintle-mounted storm bolter .... +10 points per model
  - Hunter-killer missile .... +10 points per model
  - Dozer blade .... +5 points per model
  - Extra armour .... +15 points per model

ARINE DEVASTATOR SQUAD .... **SEE *CODEX SPACE MARINES*****

RFIRE CANNON .... **SEE *CODEX SPACE MARINES*****

* **Siege Assault:** *Space Marine Devastator Squads and Thunderfire Cannons in a Siege Assault Vanguard army may not use Drop Pods as dedicated transports.*

HEAVY SUPPORT

WHIRLWIND SUPPORT SQUADRON.......85 POINTS PER

	BS	Armour F	Armour S	Armour R
Whirlwind Tank	4	11	11	10

More than any other endeavour of warfare, the close siege requires the need of heavy fire support for success to be achieved in most cases. While the forces of the Space Marines prefer not to be slowed, even in siege assaults, by the use of static artillery, the Whirlwind affords an invaluable degree of mobile firepower. Equipped with Vengeance and Castellan missiles, which shower their targets with shrapnel or incendiaries accordingly, the scream of the Whirlwind's rocket-propelled ordnance often marks the opening salvo of the attack.

Unit Composition:

- The Whirlwind squadron is composed of 1-3 Whirlwind tanks.

Unit Type:

- Vehicle (Tank)

Wargear:

- Searchlight
- Smoke launcher
- Whirlwind multiple missile launcher

Options:

- Any model may take any of the following:
  - Pintle-mounted storm bolter .... +10 points per
  - Hunter-killer missile .... +10 points per
  - Dozer blade .... +5 points per
  - Extra armour .... +15 points per

VINDICATOR TANK SQUADRON.......115 POINTS PER M

	BS	Armour F	Armour S	Armour R
Vindicator Tank	4	13	11	10

Vindicator tanks are purpose designed siege-weapons; heavily armoured assault tanks mounting a powerful demolisher cannon to pulverise fortifications and blast breaches in defence lines in order to allow the assault to progress. The concentrated firepower of a squadron of such tanks, although short-ranged, is capable of smashing down the strongest bastion's walls and sundering the armour of the proudest tank.

Unit Composition:

- The Vindicator tank squadron is composed of 1-3 Vindicator tanks.

Wargear:

- Searchlight
- Smoke launcher
- Demolisher cannon
- Storm bolter

Options:

- Any model may take any of the following:
  - Pintle-mounted storm bolter .... +10 points per
  - Hunter-killer missile .... +10 points per
  - Dozer blade .... +5 points per
  - Siege shield .... +10 points per
  - Extra armour .... +15 points per

Siege Shield: *A vehicle with a Siege Shield automatically pas dangerous terrain tests.*

HEAVY SUPPORT

LAND RAIDER ACHILLES .... **325 POINTS**

		Armour		
	BS	**F**	**S**	**R**
Land Raider Achilles	4	14	14	14

The Land Raider Achilles is one of the rarest and most venerable Land Raider variants. In terms of armament, it is fitted out as a heavy siege tank with multi-meltas on its sponson mounts, and a potent hull mounted Thunderfire cannon at the cost of transport capacity. The Achilles' incredible durability exceeds that of even a standard pattern Land Raider, and its near-indestructibility has entered legend among the Adeptus Astartes.

Options:

- A Land Raider Achilles may take any of the following:

- Pintle-mounted storm bolter	+10 points
- Hunter-killer missile	+10 points
- Dozer blade	+5 points
- Siege shield	+10 points

Composition:

- 1 Land Raider Achilles

Unit Type:

- Vehicle (Tank)

Access Points:

- One door on each side

Transport:

- 6 models

Wargear:

- Hull-mounted Thunderfire cannon
- Two sponson-mounted twin-linked multi-meltas
- Searchlight and smoke launchers
- Extra Armour

Special Rules:

- Power of the Machine Spirit
- Ferromantic Invulnerability

Power of the Machine Spirit: A Land Raider can fire one more weapon than would normally be permitted based upon its Movement speed; This weapon may be fired at a separate target if desired. A Land Raider may also fire a single weapon even if it has suffered a Crew Shaken or Crew Stunned result that turn.

Ferromantic Invulnerability: The hull of the Achilles has been specially constructed to resist even the most determined assault and is almost preternaturally resilient. As a result, the Land Raider Achilles is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the damage chart caused by Penetrating hits (other than by Destroyer type weaponry), by 1.

A Land Raider Achilles is a also Heavy Support choice in a Codex Space Marines, Codex Black Templars, Codex Space Wolves or Codex: Dark Angels army.

Thunderfire Cannon: The Thunderfire cannon is a multi-barrelled heavy weapon capable of hurling a variety of shells at great speed. Choose which of the fire modes listed you are using each time the weapon is used:

WEAPON	RANGE	STRENGTH	AP	TYPE
Surface blast	60"	6	5	Heavy 4, 3" Blast
Airburst	60"	5	6	Heavy 4, 3" Blast, No Cover Saves
Subterranean	60"	4	-	Heavy 4, 3"Blast, Tremor*

*Tremor: Any unit hit moves as if in difficult ground on its next turn. If it is already in difficult ground it rolls one less dice than normal to determine distance moved. Vehicles hit by the tremor shell must take Dangerous Terrain tests if they move in the subsequent turn.

HEAVY SUPPORT

LAND RAIDER HELIOS .... 260 POINT

		Armour		
	BS	F	S	R
Land Raider Helios	4	14	14	14

The Land Raider Helios is a heavy support variant of the Land Raider first created by the artificers of the Red Scorpions Chapter. This pattern sacrifices much of the Land Raider's troop capacity for the long range firepower of the Whirlwind missile launcher system. This modification turns the Land Raider into a hugely durable bombardment platform able to survive in high intensity assault conditions where more lightly armoured vehicles would soon be destroyed.

Unit Composition:
- One Land Raider Helios

Unit Type:
- Vehicle (Tank)

Transport Capacity:
- 6 models

Wargear:
- Searchlight
- Smoke launcher
- Two sponson-mounted twin-linked lascannon
- One turret-mounted Whirlwind missile launcher

Special Rules:
- The Power of the Machine Spirit
- Assault Vehicle

Options:
- Any model may take any of the following:
  - Pintle-mounted storm bolter .... +10 points per mode
  - Hunter-killer missile .... +10 points per mode
  - Extra armour........................ +15 points per mode
  - The Whirlwind missile launcher may be exchanged for a Hyperios ant aircraft launcher for .... +20 points

Power of the Machine Spirit: A Land Raider can fire one more weapon than would normally be permitted based upon its Movement speed. This weapon may be fired at a separate target if desired. A Land Raider may also fire a single weapon even if it has suffered a Crew Shaken or Crew Stunned result that turn.

Assault Vehicle: Models disembarking from any access point on a Land Raider can launch an assault on the turn they do so.

Hyperios Launcher: The Hyperios is a specialised air-defence weapon system, which can be used to provide cover for the assault force from enemy flyers.

WEAPON	RANGE	STR	AP	SPECIAL
Hyperios	48"	8	3	Heavy 1, AA mount*

* A Hyperios Launcher may only be used against flyers and skimmers. It cannot engage ground targets, and ignores the special save they get for moving fast.

THE BATTLE OF KRITIAS SECUNDUS

A SPACE MARINE SIEGE ASSAULT VANGUARD BATTLE MISSION

One of the crucial turning points of the Badab War came unexpectedly at the Battle of Kritias Secundus. Here the Tyrant of Badab sprung a trap on the lunar colony, and engaged the Loyalist forces in a pitched and pitiless clash of armour and Space Marines. The battle proved to be the only time the two war leaders faced each other on the open field. This mission reflects the fighting at the height of the battle, with both sides fully committed to the fray.

Designers Notes: The following mission is a large Warhammer 40,000 battle played over seven turns, and as such is likely to take a whole day to play! It can be played as a stand alone game or as part of the Badab War Campaign system as detailed in Imperial Armour Volume 9. In this case it should be played as part of Campaign's Phase IV and gains 3 Campaign Points for the victor.

FORCES

This game is a large Warhammer 40,000 Battle Mission, intended to be played with either two or four players, split evenly between the Loyalist and Secessionist sides.
If the game is being played by two players, then both should select a 2,000 points army from the Space Marine Siege Vanguard army list.

If the game is being played by four players then the first two should be chosen as above. The additional Loyalist player may select a 2,000 point force from either *Codex: Space Marines* or *Codex: Imperial Guard*, while the additional Secessionist player may select a 2,000 point force from either *Codex: Space Marines* or the Tyrant's Legion. Characters and forces are subject to the usual restrictions as found in the Badab War campaign rules.
(see *Imperial Armour Volume 9, The Badab War Part I*)

SIEGE OBJECTIVES

The game has two objectives, these are both Siege Assault Objectives as detailed on page 184, corresponding to the goals of the two Siege Assault Vanguard forces in the game. However, contrary to the usual rules for these objectives, each of these objectives must be placed by their respective players in buildings no less than 12" away from their opponent's deployment area edges. (If no buildings are suitable then move one so it is!)

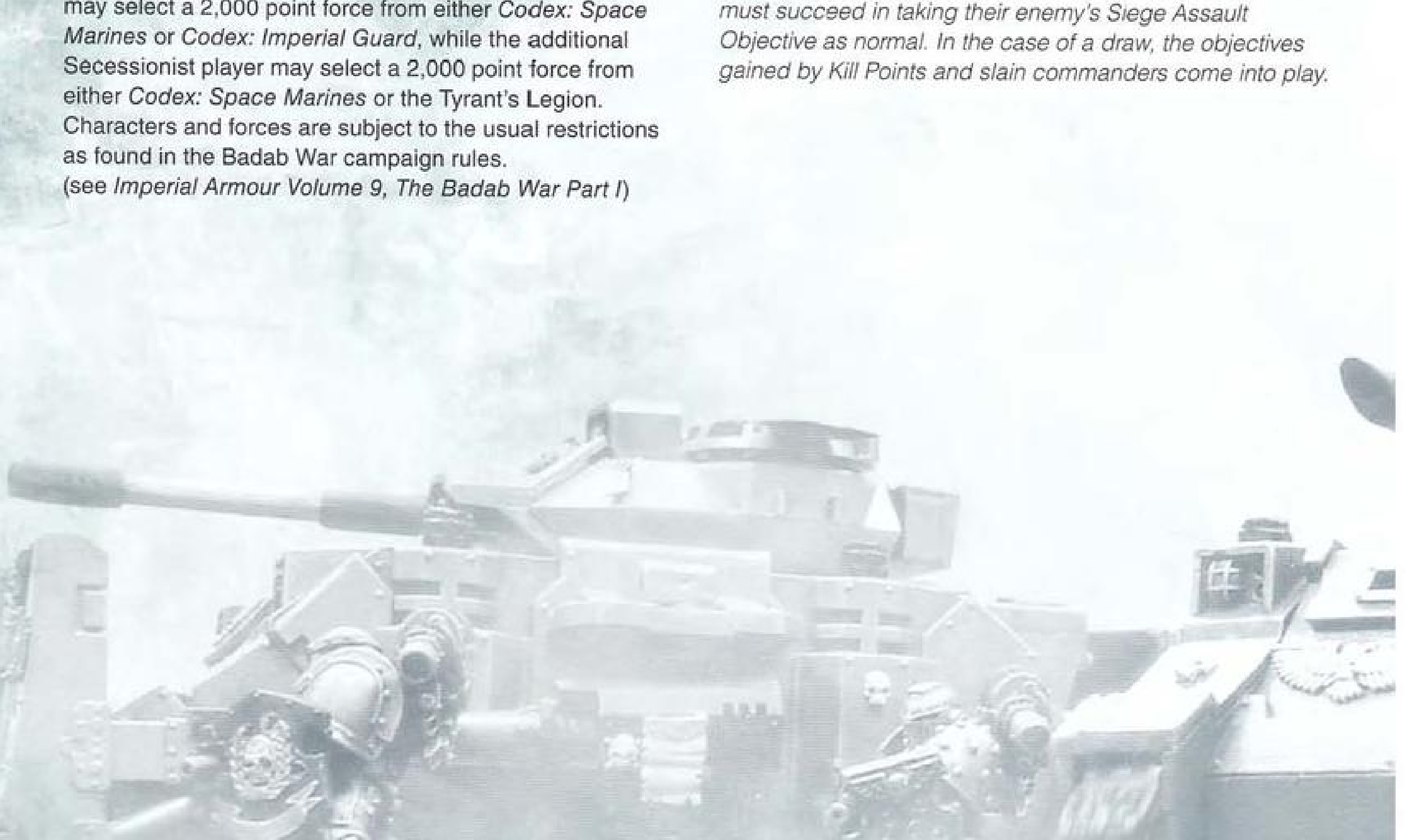
The buildings in which the objectives have been placed are fortified and stockpiled with ammunition. As a result cover saves provided to models within the building are increased by 1, and a single unit occupying it per turn can re-roll to-hit rolls for their shooting attacks.

VICTORY CONDITIONS AND ADDITIONAL OBJECTIVES

In addition to the mission's Siege Objectives, Kill Points for the game should be tracked, the side which gains the most Kill Points counts as having an additional objective at the end of the game.

Also if either force manages to kill the enemy's Commander in Chief, they count as gaining an additional objective for the game.

Note this means that in order to be victorious, either side must succeed in taking their enemy's Siege Assault Objective as normal. In the case of a draw, the objectives gained by Kill Points and slain commanders come into play.



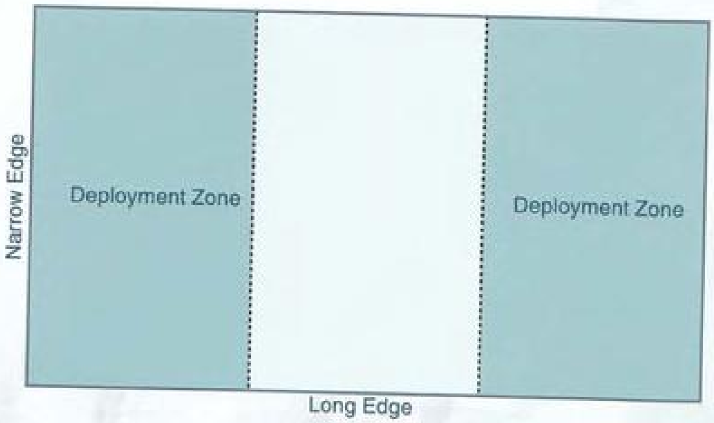
SET-UP

This mission uses a large 8' by 6' playing area divided into three sectors. The terrain for the game should be set up as a heavily industrialised area with a number of large damaged buildings and scattered terrain such as clusters of barrels, machinery and pipe farms. This terrain should be sufficient in footprint to completely cover a third of the playing area, and then spread out across the tabletop reasonably evenly.

Before the game begins, the two sides roll a D6 each. The higher rolling side picks one of the two end table sectors to be their deployment zone, with the other side taking the opposite table-end sector.

DEPLOYMENT

Both sides must nominate a single HQ choice independent Character as their Commander in Chief. In a 'historical' match-up this should be Lord Commander Carab Culln for the Loyalists and Lugft Huron for the Secessionists. Before the start of the game, each side must divide their total number of units in half forming two forces, and decide which of their forces will begin the game in reserve. The remainder must be deployed at the start of the game contrary to any other rules. The Commander in Chief on both sides must be included with the force deployed at the start of the game. The side which chose their deployment zone sets up first and may set up their forces anywhere within their deployment zone.



GAME LENGTH

This is a seven turn game. Reserves should be rolled for from the third turn onwards.

FIRST TURN

The side which deployed first has the first turn of the game unless their opponent(s) can seize the initiative by rolling a '6' on a D6.

MISSION SPECIAL RULES

The following special rules are in effect throughout the game reflecting the conditions on Kritias Secundus during the battle.

Poisonous Fog: The Night Fighting rules are in effect throughout the game, and in addition all difficult terrain also counts as dangerous terrain.

Hive Quake: At the beginning on the game's fifth turn and every turn afterwards roll a D6. On a 5+ a Hive Quake occurs as the moon's surface begins to flex and buckle under the assault. If a Hive Quake occurs roll for each building or large structure on the table, except for the two housing the Siege Assault Objectives. On a result of 5+ the building collapses and should be replaced with a crater or area of rubble if one is available. This is treated exactly like an exploding vehicle with regard to any models inside or in the immediate area.

SPACE MARINE WEAPONS SUMMARY

WEAPON	RANGE	STR	AP	TYPE
Assault cannon	24"	6	4	Heavy 4, Rending
Astartes grenade launcher				
(Frag)	24"	3	6	Rapid Fire, Blast
(Krak)	24"	6	4	Rapid Fire
Autocannon	48"	7	4	Heavy 2
Auxiliary grenade launcher				
(Frag)	12"	3	6	Assault 1, Blast
(Krak)	12"	6	4	Assault 1
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
(Dragonfire bolts)	24"	4	5	Rapid Fire Ignores Cover
(Hellfire round)	24"	1	5	Rapid Fire, Poisoned (2+)
(Vengeance round)	18"	4	3	Rapid Fire, Gets Hot!
(Kraken bolt)	30"	4	4	Rapid Fire
Conversion beamer				
	up to 18"	6	-	Heavy 1, Blast
	18"- 42"	8	4	Heavy 1, Blast
	42"- 72"	10	1	Heavy 1, Blast
Cyclone missile launcher				
(Frag)	48"	4	6	Heavy 2, Blast
(Krak)	48"	8	3	Heavy 2
Deathwind launcher	12"	5	-	Heavy 1, Large Blast
Firefury missiles	36"	6	4	Heavy 4, 3" blast, twin-linked, one use
Flamer	Template	4	5	Assault 1
Flamestorm	Template	6	3	Heavy 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Hyperios Launcher	48"	8	3	Heavy 1, AA mount
Hellfire shell	36"	1	-	Heavy 1, Blast Poisoned (2+)
Lascannon	48"	9	2	Heavy 1

WEAPON	RANGE	STR	AP	TYPE
Magna-melta	18"	8	1	Heavy 1, 5" Blast, Melta
Meltagun	12"	8	1	Assault 1, Melta
Missile launcher				
(Frag)	48"	4	6	Heavy 1, Blast
(Krak)	48"	8	3	Heavy 1
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Plasma gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma pistol	12"	7	2	Pistol, Gets Hot!
Shotgun	12"	4	–	Assault 2
Sniper rifle	36"	X	6	Heavy 1, Sniper
Storm bolter	24"	4	5	Assault 2
Thunderfire cannon				
Surface	60"	6	5	Heavy 4, Blast
Airburst	60"	5	6	Heavy 4, Blast Ignores Cover
Subterranean	60"	4	-	Heavy 4, Blast, Tremor
Typhoon missile launcher				
(Frag)	48"	4	6	Heavy 2, Blast
(Krak)	48"	8	3	Heavy 2

ORDNANCE

Demolisher	24"	10	2	Ord. 1, Large Blast
Orbital bombardment	U	10	1	Ord. 1, Barrage
Whirlwind multiple missile launcher				
Vengeance	12"-48"	5	4	Ord. 1, Barrage
Castellan	12"-48"	4	5	Ord. 1, Barrage Ignores cover

See the Warhammer 40,000 rule book for an explanation of weapon types, and Codex: Space Marines and Imperial Armour volumes 9 & 10 for specific descriptions of weapons.

Maelstrom Zone Loyalist Fleet

Commanders

- 0-1 Fleet Admiral (Ld 8) .... 50 points
- or Space Marine Master of the Fleet (Ld 10)..................... 75 points
  Both begin with a single re-roll and either may be purchased up to two extra re-rolls.
- One Extra Re-Roll .... 25 points
- Two Extra Re-Rolls... 50 points

Capital Ships

- 0-1 Retribution Class Battleship
- 0-1 Other Imperial Navy Battleship of any type
- 0-5 Space Marine Battle Barges
- The *Raptorus Rex*
- Any Battle Barge or the *Raptorus Rex* may also be bought a Terminator Boarding Party for....................................... +50 points

Grand Cruisers and Battlecruisers

- 0-2 Imperial Navy Grand Cruisers of any type
- 0-3 Imperial Navy Battlecruisers of any type
- The *Nicor*
  The *Nicor* may also be bought a Terminator Boarding Party for
  .... +50 points

Cruisers

- 0-10 Imperial Navy Cruisers or Light Cruisers of any type
- 0-10 Space Marine Strike Cruisers
- 0-4 Space Marine Vanguard Cruisers
- 0-2 Adeptus Mechanicus Cruisers or Light Cruisers

Escorts

- Any number of Imperial Navy Escorts of any type
- Any number of Space Marine Escorts of any type

Maelstrom Zone Secessionist Fleet

Commanders

- 0-1 Secessionist Captain (Ld 9) .... 60 point
- or Space Marine Master of the Fleet (Ld 10)..................... 75 point
  Both begin with a single re-roll and either may be purchased up to two extra re-rolls.
- One Extra Re-Roll .... 25 points
- Two Extra Re-Rolls... 50 points
- The Tyrant's Flag: One Battle Barge in the fleet may carry the Tyrant himself. In this case that ship (and that ship only) gets one free re-roll per game turn and begins with LD 10. .... 100 points

Capital Ships

- 0-3 Space Marine Battle Barges
- Any Battle Barge may also be bought a Terminator Boarding Party for .... +50 points

Grand Cruisers and Battlecruisers

- 0-1 Imperial Navy Grand Cruisers of any type
- 0-4 Imperial Navy Battlecruisers of any type
- 0-1 Rogue Trader Cruiser
- 0-1 Cardinal Class Heavy Cruiser
- 0-1 Chaos Acheron Class Heavy Cruiser†
- The *Night Hag*
  The *Night Hag* may be bought a Terminator Boarding Party for .....
  .... +50 points

†: This uses the rules for a Space Marine ship rather than those for the Chaos fleet and counts as a Strike Cruiser for their provisions

Cruisers

- 0-6 Imperial Navy Cruisers or Light Cruisers of any type
- 0-10 Space Marine Strike Cruisers
- 0-4 Space Marine Vanguard Cruisers

Escorts

- Any number of Imperial Navy Escorts of any type
- Any number of Space Marine Escorts of any type
- 0-4 Rogue Trader Escorts
- 0-5 Chaos Infidel Class Raiders
- Armed Freighters (up to one in three of the Secessionist fleet's escorts may be armed freighters if the Secessionist player wishes, destroyed armed freighters do not count towards the enemy fleet's victory points score).

Vessels of the Badab War: The following entries detail several new ships for use in Battlefleet Gothic connected to the Badab War. Two, the Space Marine Vanguard Cruiser and the Imperial High Conveyor, are both new general unit types, while the others listed are unique ships who had an important role to play in the war. In your games of Battlefleet Gothic no more than a single example of these ships should be used in a fleet. With the exception of the High Conveyer, all the normal special rules associated with Space Marine warships as presented in *Battlefleet Gothic Armada* should be applied to them as well.

VESSELS OF THE BADAB WAR

SPACE MARINE VANGUARD CRUISER .... 130 POINTS

A notable variant of the basic Space Marine Strike Cruiser role, Vanguard Cruisers are often refitted vessels rather than built to their task. They are intended for long range independent operations, often serving as the eyes of a Space Marine Chapter fleet itself or as heavy escort vessels, although they are left less capable in a planetary assault role by this re-purposing of design. Not all Space Marine Chapters utilise or designate their vessels this way, and those that do are more commonly entirely fleet-based Chapters who have need of such vessels, often operating beyond the Imperium's borders and without any assistance from the Imperial Navy.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90°	1	6+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Batteries	30cm	5	Left
St'd Batteries	30cm	5	Right
Prow Launch Bay	Thunderhawk: 20cm	1 Squadron	-
Prow Torpedoes	30cm	4	Front

NOTES

Improved Thrusters: (The ship may move 5D6 cm on All Ahead Full Orders).

IMPERIAL HIGH CONVEYOR .... SPECIAL

Far rarer than more common freighters and merchantmen, High Conveyors are truly vast transport vessels; often many kilometres long whose cavernous vault-holds can carry the tithed output of entire worlds, full invasion armies of Imperial Guard troops or vast quantities of ores and other raw materials. The economic importance of these vessels is huge, and they are fitted with a defensive array sufficient to give most raiders and pirates pause, although they are no match for a true warship of any size. Every bit as legendary in their own right as famous warships, the command of such vessels is either in the remit of ancient Chartist Trader bloodlines or a particular branch of the Adeptus itself, such is their rarity and commercial value as part of the Imperium's life blood.

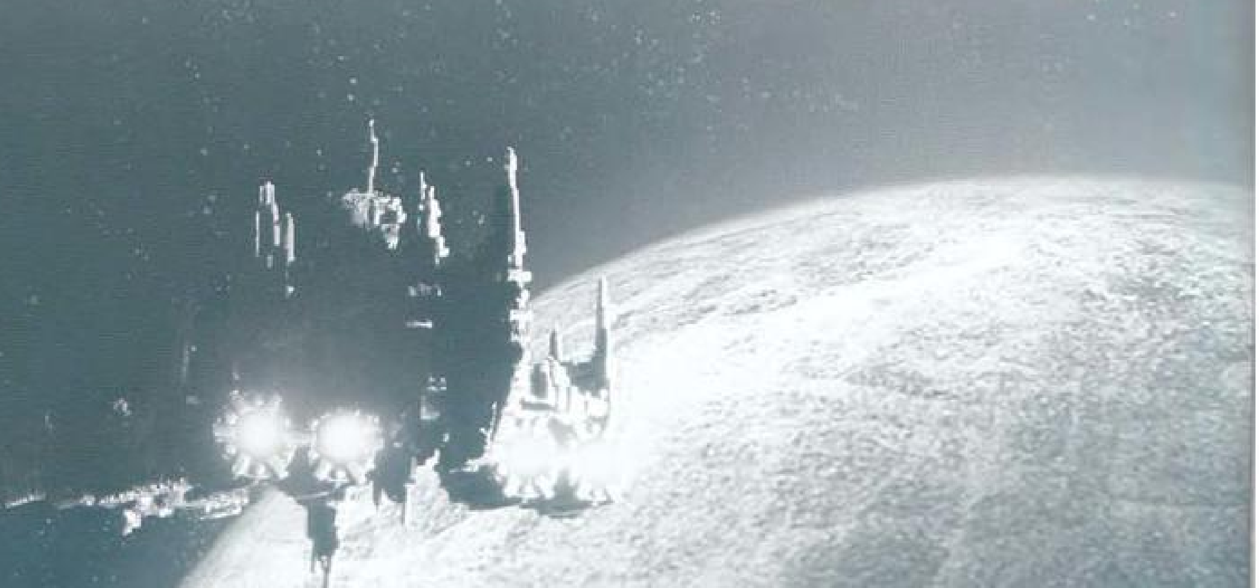
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	2	4+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Batteries	15cm	4	Left
St'd Batteries	15cm	4	Right
Prow Batteries	15cm	4	Front
Lance Battery	30cm	2	Front/Left/Right

NOTES

Vast: High Conveyors are truly massive vessels, dwarfing even Imperial warships in size. These ponderous ships cannot use the All Ahead Full or Come to New Heading special orders, and all critical results against them are reduced by -1 to the dice result.

Imperial Provender: A High Conveyor may be used in any scenario where transports can be used, with a single High Conveyor counted as two normal transports for the provision of any special rules.



VESSELS OF THE BADAB WAR

THE NIGHT HAG .... 275 POINTS – *UNIQUE VESSEL*

The scourge of Loyalist shipping during the Badab War, the infamous Night Hag was formerly the flagship of the darkly fated Rogue Trader house of Revvokan which fell to Chaos before being wiped out by the Imperium, and the ship itself was refitted and claimed as a prize of battle by the Executioners Chapter. Swift and heavily armed, the Night Hag proved itself to be a peerless commerce raider and doubled as a powerful strike cruiser for the Chapter. It alone counted for more kills and captured vessels than any other Secessionist ship of the Badab War.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	3	6+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIREARC
Port Batteries	35cm	6	Left
St'd Batteries	35cm	6	Right
Prow Launch Bay	Thunderhawk: 20cm	2 Squadrons	-
Dorsal Lances	40cm	3	Front/Left/Right
Macro Cannonade	20cm	6	Front

NOTES

Macro Cannonade: The *Night Hag's* under-prow weapons hurl massive short range fusion charge shells at the enemy, saturating an area in atomic blasts. This cis resolved as a separate battery attack from the ship's other fire power. The player may re-roll failed attempts to equal or beat the chosen target's armour.

Darkling Engines: The strange and arcane design of the *Night Hag's* drive systems create an inherent energy disruptive effect that has the ability to confuse enemy targeting scanners. For every hit scored against the ship by direct weapons fire (i.e., other than by weapons that use templates such as a nova cannon, moving through blast markers, hit and run and critical damage), roll a D6. On a roll of a 6 that damage is ignored.

THE NICOR .... 305 POINTS – *UNIQUE VESSEL*

Serving as the flagship of the Carcharodons Chapter' fleet during the Badab War, the Nicor was itself an ancient relic, a heavily modified example of a Charibdys class Grand Cruiser, a type seldom seen since the days of the Horus Heresy. Although smaller in size than a standard Space Marine battle barge in place of which it served the Carcharodons, it was both swift and lethal, proving its worth in several fleet engagements and planetary assaults, including a key role in the final orbital assault on Badab Primaris itself. The unorthodox design of the vessel included a huge plasma destructor weapon mounted in the lean ship's prow and mass teleporter systems far greater in scope than any more modern Space Marine pattern, allowing it to make devastating boarding attacks and hit and run raids.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	25cm	45°	5	6+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Batteries	45cm	7	Left
St'd Batteries	45cm	7	Right
Prow Launch Bay	Thunderhawk: 20cm	2 Squadrons	-
Prow Torpedoes	30cm	6	Front
Plasma Destructor	15cm	10	Front

NOTES

Plasma Destructor: The *Nicor's* Plasma Destructor at worse always hits on a 5 or more even if its target's armour is greater than this, It always inflicts critical hits on a 5 or more, rather than just a 6.

Teleporter Assault: The ancient *Nicor* is fitted with massed banks of teleporter arrays which can be used for boarding enemy ships and making Space Marine landings. As a result, as well as the usual bonuses gained by Space Marines in boarding actions and hit & run attacks (see *Battlefleet Gothic Armada*), the *Nicor* may re-roll the dice on any boarding action or hit and run attack it makes. The second result applies even if worse than the first.

VESSELS OF THE BADAB WAR

THE RAPTORUS REX .... 575 POINTS – *UNIQUE VESSEL*

By a considerable margin the largest warship operating in the Badab War, and indeed one of the largest warships in the Imperium's service, the Raptorus Rex was a legend long before its involvement in the conflict. A vast, mobile star fortress which served as the Fire Hawks Chapter's base, this immense vessel was a hulking colossus of war, with firepower enough to challenge a cruiser squadron alone or devastate the surface of a world within mere moments. Its greatest power lay in the sheer durability lent to it by its size and ancient design, which allowed it to shrug off the heaviest fire all but unscathed and smash aside defence lines and attacking fleets with arrogant power.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/20	10cm	45°	5	5+	8

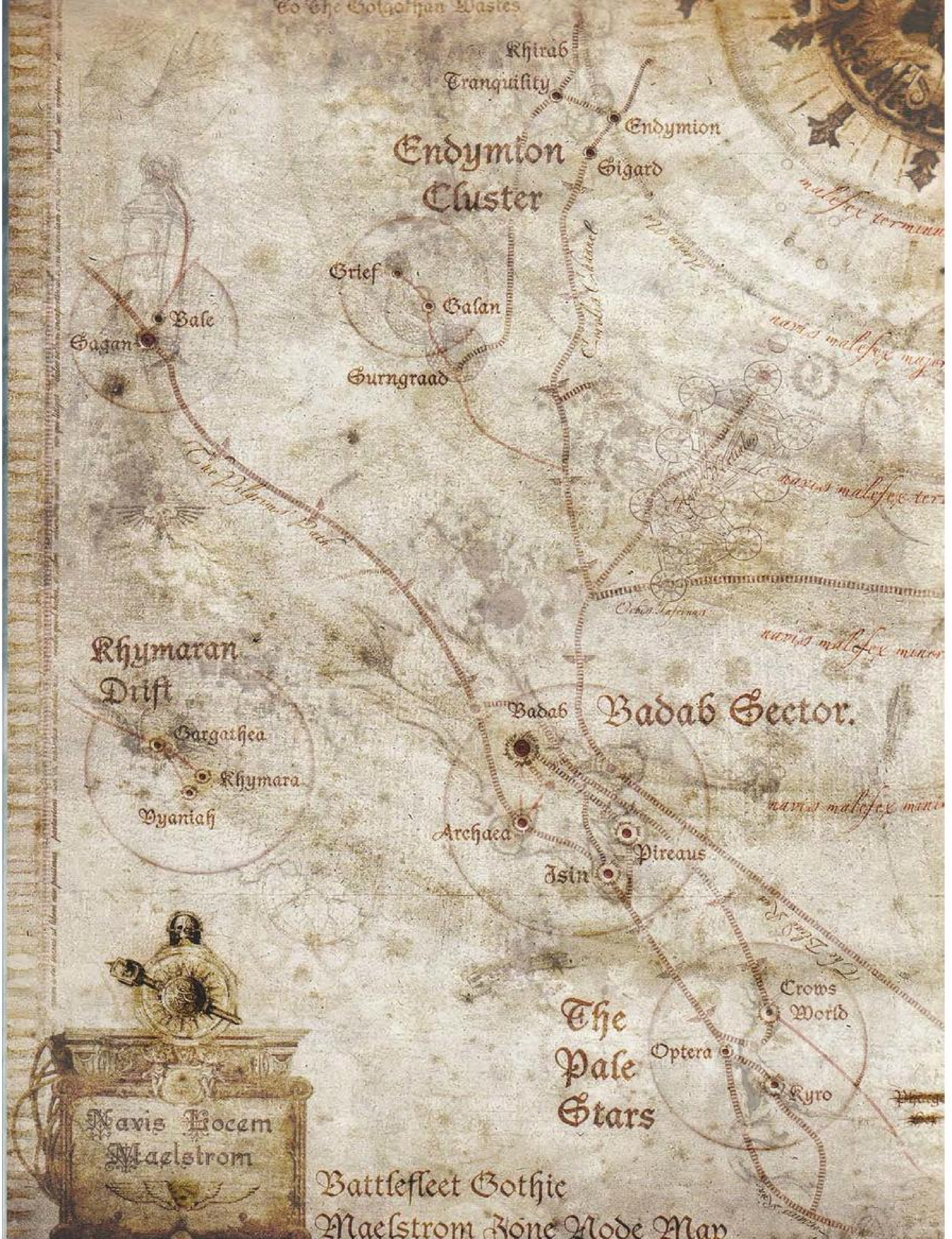
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons Batteries	60cm	15	Front/Left/Right
Bombardment Cannon	30cm	12	Front
Prow Torpedoes	30cm	10	Front
Port Torpedoes	30cm	4	Left
St'd Torpedoes	30cm	4	Right
Prow Launch Bay	Thunderhawk: 20cm	4 Squadrons	-

NOTES

Leviathan of Iron: A truly immense and ancient vessel, believed to be pre-Imperial in origin, the *Raptorus Rex* is able to withstand tremendous amounts of punishment. Whenever it suffers a point of damage that penetrates its shields, roll a D6. On the result of a 5 or 6, the damage is ignored. In addition it does not run out of Ordnance in combat due to its vast stockpiles of munitions and adds +1 to its defence rolls against boarding attacks.

Special Orders: Owing to its bulk and huge mass, even the massive engines that power the *Raptorus Rex* cannot readily change its course or speed in combat conditions. As a result the *Raptorus Rex* cannot use the Come to New Heading or Burn Retros special orders.

Rain of Fire: The *Raptorus Rex's* most dreadful reputation is as a burner of worlds, and its hull is studded with scores of orbital bomb racks enabling it to seed a planet's atmosphere with clusters of thermic bombs. When conducting an Exterminatus attack in the relevant scenario, the ship requires no modification, and succeeds in carrying out an Extermination on a 2 or more.


To the Golgothan Wastes
Khirab
Tranquility
Endymion
Sigard
Endymion Cluster
Grief
Galan
Surngraad
Bale
Sagan
The Pilgrims' Path
Orbis Infernus
malefex termin
navis malefex major
navis malefex ter
navis malefex minor
navis malefex mini
Khymaran Drift
Gargathea
Khymara
Vyaniah
Badab
Badab Sector.
Archaea
Pireaus
Isin
Crows World
Optera
Kyro
The Pale Stars
Navis Locem Maelstrom
Battlefleet Gothic
Maelstrom Zone Node Map

APOCALYPSE

FORMATIONS

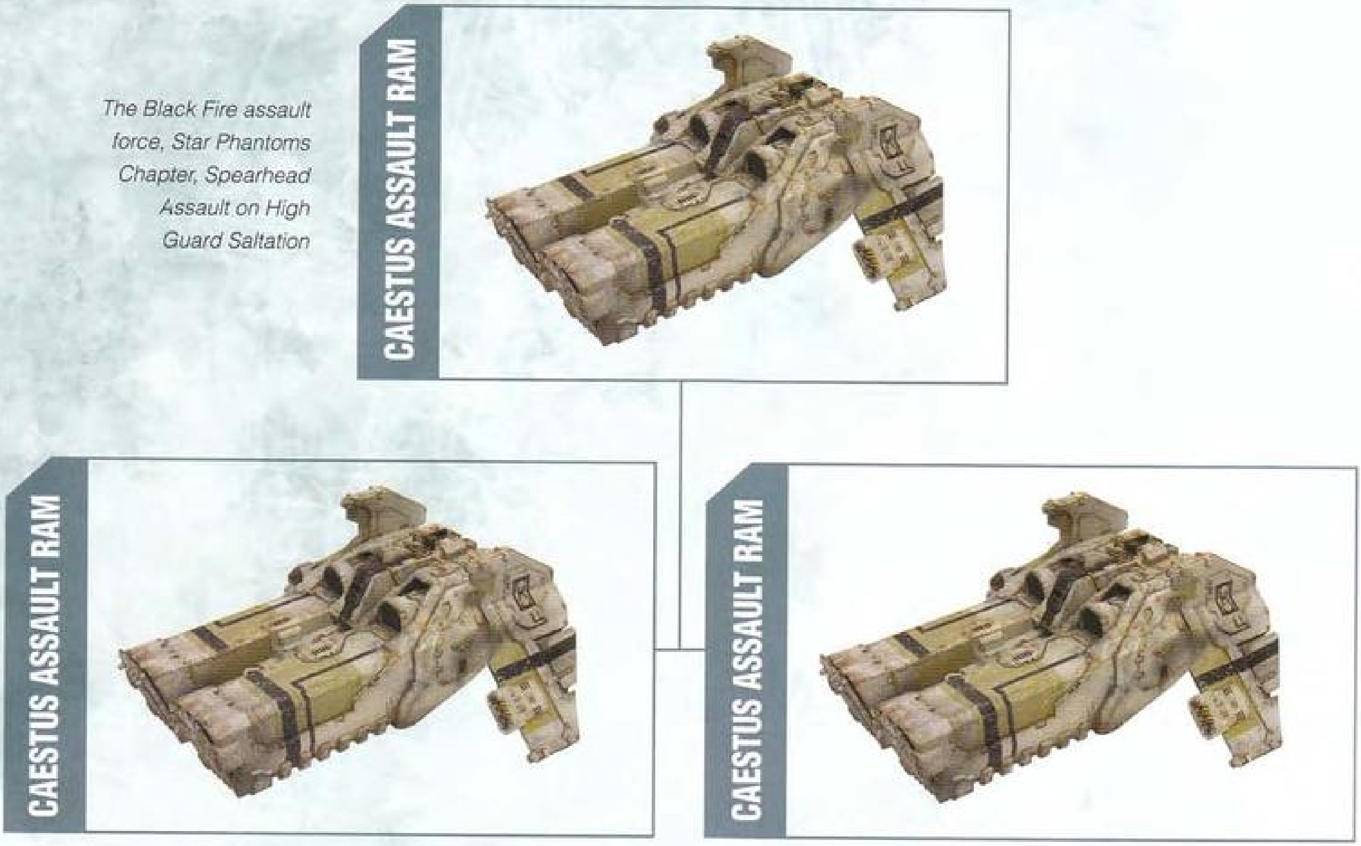
Exorcists Chapter Vindicator Tank
'Dagger of Haydes'

DRAGONFIRE ASSAULT WING

POINTS: 175+ MODEL

Recorded in the *Libris Apollon* as being first created during the inner-galactic wars of the latter Great Crusade, the 'Dragonfire' attack pattern relied on the phenomenal skills of veteran Space Marine Assault Ram pilots to co-ordinate their attack and breach the heaviest armour. The combined use of three Caestus' Magna-melta batteries in this way requires extraordinary finesse both in the close formation flying of these somewhat clumsy rocket-driven craft and the precise timing of the rams' powerful heat cannon to its greatest effect.

In the Badab War both the Astral Claws and Salamanders demonstrated the skilled use of the Dragonfire Assault wing within their own forces. Its use was a significant factor both in the rapid Secessionist invasion and conques of Sagan in the early stages of the war, and the fiery destruction of the rebel assault carriers caught on their landing grounds by the Salamanders of Shaprias.



The Black Fire assault force, Star Phantoms Chapter, Spearhead Assault on High Guard Saltation

FORMATION

— Three Caestus Assault Rams

SPECIAL RULES

Dragonfire: As long as the models in the formation are within a 12" coherency at the beginning of the Shooting phase and have not had models embark or disembark from them in the previous phase, they may concentrate the fire of their Magna-meltas against a single target as a single attack. If this is done they may not fire their other weapons at targets other than that selected for the 'Dragonfire' attack.

When making a Dragonfire attack, draw range and line of sight from the nearest Caestus in the formation to the chosen target. The Magna-melta attack operates as normal but its strength is increased. If two Caestus are combining their fire in this way, the attack's Strength is increased to 10, and if all three combine their attack, the attack is increased to strength 'D'.

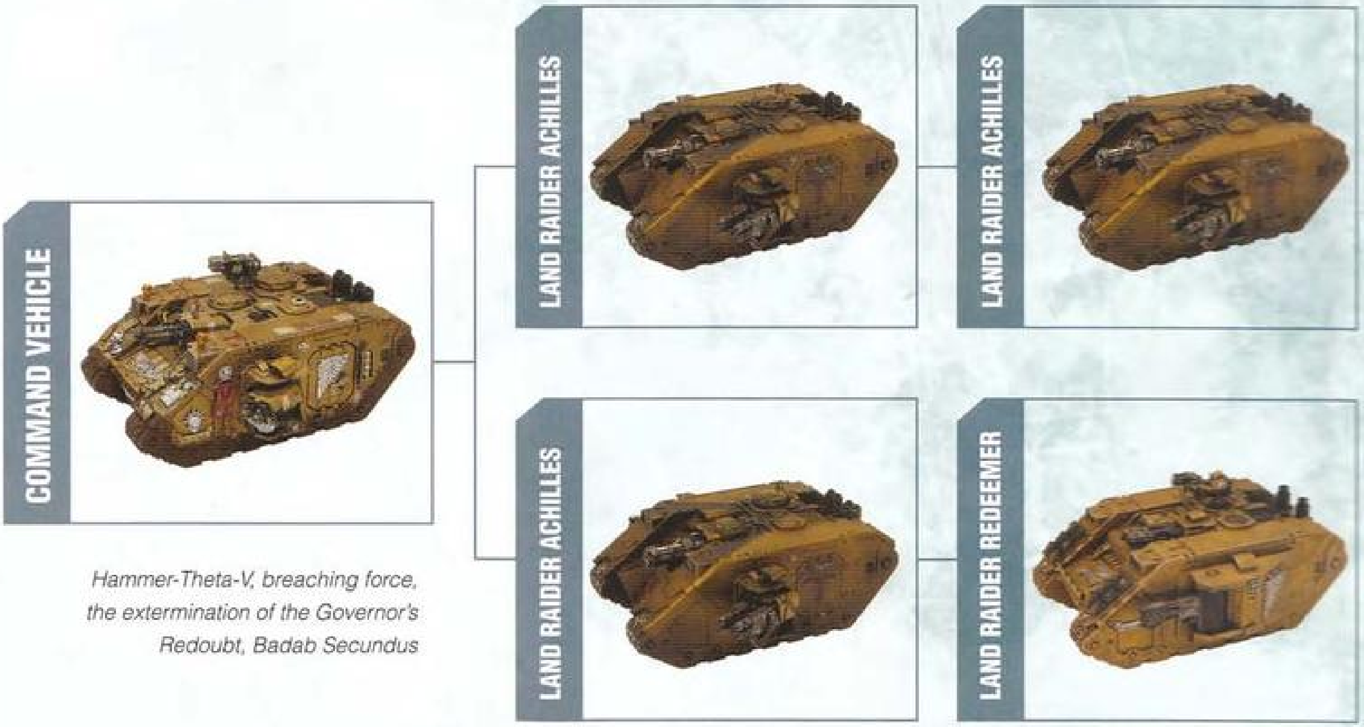
Precision Strike: All the models in this formation, and any units assigned before the game begins to be transported by its Assault rams are set aside both from the owning player's normal deployment and their Strategic Reserve. This formation may then arrive on any one of the player's first three turns as chosen (coming on in the third turn regardless). They arrive in addition to any other forces they are entitled to deploy from their reserve that turn. When they first arrive, the Caestus in the formation must deploy within 36" of each other.

THE WRATH OF MARS

POINTS: 150+ MODELS

he Land Raider Achilles is one of the rarer and more powerful of all of the ariants of the vaunted Land Raider tank. Few Chapters have the ability field more than a handful of such potent war machines, but those that o have at their disposal a potent resource capable of spearheading a errifyingly brutal armoured assault force of their brethren as was originally ntended for the design. The combined firepower of such a force is so great has earned the name 'The Wrath of Mars' within the annals of the Imperial sts Chapter and their successors, and there is little short of a Battle Titan hat has any hope of standing before its fury.

By the confluence of fate that drew a number of very disparate Space Marine Chapters together, the Badab War saw more Land Raider Achilles used in battle than any other recorded conflict for centuries, and the 'Wrath of Mars' attack formation was used to murderous effect by the Minotaurs on Badab Secundus and at Crows World, as well as by the Sons of Medusa during the brutal Subjugation of Galen.



Hammer-Theta-V, breaching force, the extermination of the Governor's Redoubt, Badab Secundus

FORMATION

— Four to six Land Raiders, at least half of which must be Land Raider Achilles (see page194). The remainder of which may be of any other Land Raider Pattern. One of these Land Raiders (any type) must be designated as the squadron's command vehicle.

SPECIAL RULES

Command Vehicle: One Land Raider in the formation must be nominated as the squadron command vehicle. All Land Raiders within the formation must be deployed within 12" of the command vehicle, or, if coming on from reserve, they must enter the table within 12" of the point entered by the command vehicle.

Shrapnel Storm: While the command vehicle survives and is in play, a single point on the board may be nominated as the focus for a Thunderfire cannon bombardment (note this attack does not have to nominate an enemy unit). When this attack is used, any Land Raider Achilles in the formation within range and line of sight of the chosen target point may contribute its Thunderfire cannon fire to the attack, and at least two must do so for the attack to take place. Other Land Raiders in the formation are free to target their weapons independently.

Rather than resolving the Thunderfire cannon attacks normally, their effects are combined as a single Apocalypse Barrage with a rating of (2) plus the number of Land Raider Achilles involved. The hits caused are resolved as a single chosen shell type which must be nominated for the attack as per normal for the Thundefire cannon.

Close-Defence: Land Raiders in the formation may fire twice with any pintle-mounted weapons they possess at infantry targets up to 12" away.

THE HEXTAD OF ANCIENTS

POINTS: 205+ MODELS

All Space Marine Dreadnoughts are a concentration of all but unmatched destructive power. But even within their ranks there are those individuals who have carved the bloodiest legends in their Chapter's history and whose wrath and power have taken on the aspect of an immortal and unstoppable force over the centuries they have been interned within their undying machine-shells. When these gods of war take to the field at the head of others of their kind, the result can strike awe and holy terror even in the ranks of the Chapte they serve, and the Masters of the Forge seldom awake such a gathering of might except in times of dire need and bind its members within a sacred Hextad of Engramancy, so warding it to ensure its purity of purpose.

CHAPLAIN DREADNOUGHT

DREADNOUGHT

SIEGE DREADNOUGHT

IRONCLAD DREADNOUGHT

IRONCLAD DREADNOUGHT

IRONCLAD DREADNOUGHT

FORMATION

—Six Space Marine Dreadnoughts which may be either Venerable Dreadnoughts, Named Character Dreadnoughts, Chaplain Dreadnoughts, Siege Pattern Dreadnoughts or Ironclad Dreadnoughts, all of which must be armed with at least one close combat weapon of some kind. One of these must be designated as the Ancient Lord (see below).

SPECIAL RULES

The Ancient Lord: One Venerable Dreadnought, named character Dreadnought or Chaplain Dreadnought in the formation must be designated as the Ancient Lord. No Dreadnought in the formation may be deployed further than 12" away from the Ancient Lord, or if entering play from reserve, from more than 12" away from the point from which the Ancient Lord arrived.

Shock Assault: Any model with a Weapon Skill characteristic which is not classed as either a Gargantuan Creature or Super Heavy Vehicle, charged in assault by multiple models of the Hextad has its Initiative reduced to 1 for the first turn of the Assault, regardless of cover, grenades or other special rules.

Unstoppable Force: The Ancient Lord represents a legend even among their own legend-swathed kind. A fallen warrior of might and power it speaks of the nightmarish wars and heroic sacrifices of ancient days and stirs the fury of their fellows acting as a focus for the pride of their Chapter. Their presence at the head of the Hextad represents a near unstoppable gathering of force.

While the Ancient Lord survives on the table, both it and any other Dreadnoughts in the formation within 12" of it disregard any 'Crew Shaken' results they receive and may re-roll any to hit rolls of '1' in assaults.

Additionally all allied Space Marine infantry models within 24" of the Ancient Lord add +1 to their combat resolution results for determining the winner in assaults.

All Dreadnoughts in the Hextad are subject to the Rage Universal Special Rule.

IMPERIAL ARMOUR

VOLUME 10

THE BADAB WAR – PART TWO

Savage war rages throughout the Maelstrom Zone. The pride and ambition of Lugft Huron, the Tyrant of Badab, has plunged a score of worlds into bloodshed and horror, and the Badab Secession has become the most infamous Space Marine civil war of the age.

Year by year, world by world, the Astral Claws and their allies have been driven back from their domains in savage battle, until now only the Badab Sector itself and a handful of scattered outposts remain in the rebel's hands. For the Imperium the time has come to press the attack and destroy the Tyrant utterly and purge his influence from the Maelstrom Zone with fire and sword, and to this end the Loyalists prepare to unleash darker and more terrible forces than yet seen.

But the Badab War is not yet won for the Imperium, and High Commander Carab Culln will soon learn the price of underestimating the Tyrant of Badab.

Inside this book, the second volume in Forge World's two-part exploration of the infamous Badab War, you will find for the first time a detailed account of the apocalyptic conclusion of the story of the conflict, and the price the Imperium pays to dethrone the Tyrant it has created.

Also detailed are full backgrounds and dispositions of eight Space Marine Chapters who played the most significant part in the Badab War's later stages: The Minotaurs, Executioners, Salamanders, Exorcists, Sons of Medusa, Mantis Warriors, Star Phantoms and the Carcharodons.

This volume also contains a variant Space Marine army list, the Siege Vanguard Assault force, representing the kind of Chapter assault forces used in the cataclysmic final sieges of the war. A new campaign siege special mission for use with the Badab War campaign rules found in *Imperial Armour Volume 9*, three new Apocalypse formations, ten new special characters for the Space Marine Chapters featured in this book, new ships and fleet lists for Battlefleet Gothic and a phenomenal range of colour profiles, pictures and background to bring the universe of Warhammer 40,000 to life.

Forge World

www.forgeworld.co.uk